

X-Men (Saturn)

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GAMEPRO

THE #1 VIDEO GAME MAGAZINE

Ultra 64 Games!

What's in store for Nintendo's 64-bit game machine!

S.W.A.T.PRO

Strategy Guides Featuring:

Donkey Kong Country 2

(SNES)

Street Fighter Alpha

(PlayStation)

ProReviews!

- **Gex** (Saturn)
- **Shockwave 2** (3DO)
- **Toy Story** (SNES)
- **NBA In the Zone** (PlayStation)
- **Samurai Shodown III** (Neo-Geo)
- **Street Fighter Alpha** (PlayStation)

Previews!

- **Descent**
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March 1996

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Pilot Wings 64

ULTRA
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- **Descent II**
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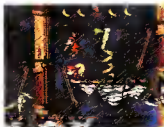
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Kong Country 2™: Diddy's Kong Quest™. Sleek, stylish and fully loaded. With **ACM graphics**, 32 megs and so many **new levels**, it even outperforms last year's model. But don't take our word for it. Let Diddy take you once around the park—sunken pirate ships, roller coasters, beehives. (Watch the **sticky stuff!**)





Guess who's back in town.

Or take his new pal Dixie for a spin — literally. This chimpette flies! There are other special moves too, like the **Buddy Toss** (please kids, don't try this at home). We even threw in a bunch of multiple endings. But hey, what do you expect from the **biggest evolution** in history. Except another game that leaves everything else far behind. (Ever been behind a monkey? It ain't pretty.)

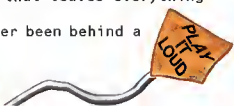


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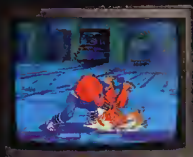


A black and white photograph of a destroyed building, likely a school or public building, with a large pile of rubble in the foreground. The building has several windows and a tall chimney, all appearing damaged or destroyed. The rubble consists of broken wood, metal, and debris.

Just a reminder
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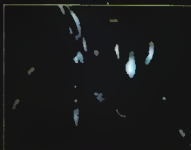
The bitch is on PlayStation...
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The Fighter's Edge

Street Fighter Alpha, Part 2 (PlayStation)

Last issue, the Edge featured basic moves and combos for six fighters. Here are the remaining seven—including the hidden characters!



Madden NFL '96 (Genesis)

The best plays for NFL playoff teams!

D (Saturn)

This step-by-step walkthrough helps you do the bite thing in this vampire mystery game.

PC Cheats

Scope out these sweet codes for Descent, Doom I, Doom II, and more!

SWATPro

Doom (PlayStation) invincibility, Madden NFL '96 (Genesis) hidden teams, plus tips for all your favorite games

And More!

Breath of Fire II ProStrategy Guide, Part 2 (Super NES)

The journey continues here to the final enemy, but save your Breath for the conclusion next issue. Page 82.



SWATPro shows you how to face Doom on your own terms!

"★★★★ The mixture of video and computerized 3D animation is unparalleled...in all, another *Star Wars* triumph."

— USA TODAY

"...STUNNING...the finest game I've ever played."

— Multimedia World

"...this sequel goes galaxies beyond the original..."

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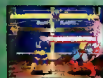
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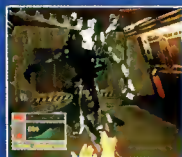
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An Experience from the REAL 3DO Zone™, Mikey "BogeyBoy" VA

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Acclaim
entertainment, inc.

King Doom vs. King Kombad

For two years gamers have been happily going to their Doom. In his letter (right), "JSCelsa" proclaims this the era of "King Doom," and many experts would agree. According to *Time* magazine (December 4, 1995), Doom may be the most popular computer game of all time, having been played by more than 10 million people. It's undoubtedly been one of the most influential games — its imitators, ranging from Battle Frenzy to Heretic, are almost too numerous to count.

It's too early, however, to pronounce classic fighting games DOA. Every year *GamePro* conducts its own reader research, and every year we get basically the same response to the question asking readers to name their favorite kind of game. For the overwhelming majority of our readers (four out of every five), fighting games still kick the butt of every other game genre, a fact supported by the huge sales for MK 3. Game companies also know how important fighters are: Last year's new 32-bit systems launched with fighting games (Tekken, Virtua Fighter, Battle Arena Toshinden) to attract an instant audience. And one of the hottest topics in our mail concerns the possibility of Killer Instinct 2 coming to the Ultra 64. If fighting games aren't number one, as JSCelsa suggests, then they're a very close second.

Do the debates over which genre, game or system is the most popular prove anything? Not really, except how passionately gamers feel about their favorite pastime. What's important is how the debate itself has changed in the '90s. Four years ago gamers would've been arguing that Nintendo's Mario masterpieces were better than Sega's Sonic spectacles, or vice versa. Three years ago the brawl was between the 16-bit Street Fighter II and MK. In 1994 Donkey Kong took on MK II. Now it's PC Doomers against 32-bit martial artists, with the Ultra 64 hurricane looming just over the horizon. The titles change every year, but the passion for gaming doesn't. Debate on, gamers!

The GamePros
the_mail.gamepro@iftw.com
San Mateo, CA

King Doom?

King Doom?

The age of fighters is over! Long live shooters like Doom. All hail King Doom! "JSCelsa" Internet

Andromeda replies:

King Doom? That's not what our research says! See our adjacent "Letter from the Game Pros" for an explanation.

Is it just me or does every fighting game have some characters who are almost identical? Look at Street Fighter (Ryu and Ken), Mortal Kombat (Sub-Zero and Scorpion), and Battle Arena Toshinden (Eiji and Kayin). They all have almost the same story, and they were usually taught by the same mentor. Enough already! Software companies need to come up with new characters instead of having the same fighters with a different look!

Josh Bray
Internet

Game Gab

I'm totally fed up with video games based on cartoons: They're way too hard! They're supposed to appeal to kids, and they usually have great graphics and funny story lines, but games like The Tick, Adventures of Batman and Robin, and Exo Squad have levels that are so long and difficult they're frustrating, not fun.

Nikolas Robinson
Long Beach, CA

GamePro Readers Speak Out!



Please say it ain't so. Is Tecmo Super Bowl III really the Final Edition, or is it just the last one for 16-bit systems?

Royal Anderson
Milwaukee, WI

Athletic Supporter replies:

Sorry, but according to a Tecmo spokesperson, Tecmo Super Bowl III: Final Edition will be their last football game for the 16-bit systems.

Do you have any idea who did the awesome music on the Sega Saturn "Choice Cuts" disc?

David Gitlin
Internet

Lawrence of Arcadia replies:

That disc is mostly a compilation of music produced by the Sega Music Group and musicians in the Sega Interactive Development Division. It's been edited and enhanced by Sega's music engineers. The interface music is by Mark Kerr at Graymatter, the company that also did the music for NHL Hockey for the Saturn.



Since Time Warner Interactive is making Primal Rage for virtually every other sys-

tem, will it be making a version for the Ultra 64?

Vic Cao
Sunrise, FL

Gideon replies:

A TWI spokesperson says that its first Ultra 64 game will be a Wayne Gretzky hockey title for fall 1996. There have already been discussions about bringing out an Ultra 64 *Primal* after that, but nothing official has been announced yet.

Let's Get Technical

You had disappointing news for gamers who like VR headsets and glasses ("ProNews," September 1995). Is it true that virtual systems such as the Virtual Boy can cause flashbacks or sickness?

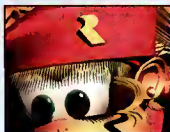
Timur Celikel
San Diego, CA

The Lab Rat replies:

It's too early to know how damaging these headsets and

glasses can be. Researchers are studying them closely, but the systems are too new for anyone to know what their long-term side effects will be. Note that the companies making these devices caution users to take frequent breaks, and Atari canceled its VR headset because gamers kept getting "woozy." That should tell you something.

The Magazine Biz



On the cover of your December 1995 issue, there's a picture of Dixie Kong wearing a hat with a strange insignia. What does it mean?
Jacob Sparks

Doctor Devon replies:

That's the symbol for Rare, the software company that designed the game (and 1994's *Donkey Kong Country*) for Nintendo.

When did *GamePro* print the first "LamePro"?

What was on the cover?

"Joy Writr"
Internet



Coach Kyle replies:

"LamePro" is an April Fool's tradition that began in the April '93 issue of *GamePro*, the one with *StarFox* on the cover. Its cover featured Bubonic the Blowfrog 2.

Today I did the Scary Larry interactive game over the phone and I got out of the maze! There should be more fun games like this one. It's more fun every time you dial the number and try to beat Scary Larry.

Jonathan Ziemiaki
Salt Lake City, UT

Scary Larry replies:

So you're one of the guys who beat me! Note that the maze changes with every phone call, and the whole adventure changes every few months. Check out my latest adventure, and we'll see who beats who!

Correction

That pesky typo monster wormed its way into the "PC GamePro" section of our January issue, so here's the real deal. *Quake*, *Ultimate Doom*, *Heretic*, and *Heretic II: Hexen* are actually published by GT Interactive.

GAMEPRO GALLERY

PRIZE

This month's winning artist will receive a **GAMEPRO** T-shirt!



Daniel Garzon, Romoland, CA

Pick of the Month



Dave Kelly, Mineral, VA



Jonathan Luso, Berkeley, CA

Whaddaya Think?

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BUYERS BEWARE



By The Watch Dog

March came in like a lion...and it apparently stank like one, too. Now that I've finished shovelin' the snow from the drive, I can tell you about some gripes concerning Sega, Nintendo, and GamePro.

Q: I just received my November '95 issue of *GamePro* in the mail. A friend bought his at a store, and his issue had a sticker that read "Free MK 3 poster inside with super secret codes." I thought if I was a subscriber, then I had first priority on extra things like posters. Please explain why I didn't.

Bradley Dove
Lumberton, NC



What's in it for me?

A: A representative from GamePro's Subscription Department replies:

Premiums like posters and trading cards don't always go to the subscriber first, though some do. Since the subscribers pay a greatly reduced rate, something has to be given as an incentive to newsstand buyers.

Q: I bought a Saturn a week before the release of the PlayStation, and I registered through the mail. Later I called the number listed to get the free *Virtua Fighter* Remix game. I've waited more than six weeks and still haven't seen a thing. What's going on?

William Pena, Van Nuys, CA



It's in the Remix.

A: A representative from Sega responds: Unfortunately, we're aware that there was a problem with the Sega Saturn call-in offer. That problem has been addressed and corrected. If you haven't received the game by the time you read this, please call 1-800-SEE-SATURN.

Q: I am 11 years old and an expert in video games. I'm very glad that *Virtua Fighter* came out for the 32X, but Sega's premiere product this season is VF 2. Will that game also come out for the 32X, or is Sega just trying to get people to buy a Saturn?

Jose Miele, Fajardo, Puerto Rico



32X-tra?

A: A representative from Sega Customer Service states:

The problem isn't with getting *Virtua Fighter 2* for the 32X, the problem is the architecture of the 32X. It cannot handle the processing speed required to render the polygons for *Virtua Fighter 2*. We will always release arcade titles for the Genesis and 32X if the hardware can support it.

Q: I've had *Maximum Carnage* for the Genesis since last Christmas. On the back of the box, it shows

Venom fighting in the Statue of Liberty, but I've played the game through and never found a way to do this. Is it some special code? Also, the box shows Spider-Man fighting Venom. Is this possible in a one-player game?

Bradley Betts
Athens, GA



Maximum fun!

A: A representative from Acclaim Consumer Relations replies:

Those scenes are in the game, but they occur randomly, much like Reptile's appearance in the original *Mortal Kombat*. There is no trick or code to get there, but rest assured, it does exist.

A: GamePro, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you have a complaint about a product, write to:

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Oh, the thing you could do to gain an advantage in CyberSpeed, of course you can't shave them. With
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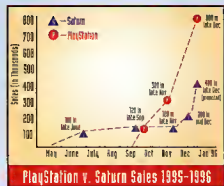
CYBERSPEED: WHAT TO PLAY ON YOUR PLAYSTATION



PRO NEWS

March 1996

PlayStation's Lead on Saturn Grows



Sega, on the other hand, had sold 200,000 Saturns before Christmas, according to a spokesperson, and was "projecting sales of 400,000 by the end of December." The spokesperson also said that "when the Ultra 64 is launched, [Sega] will offer a price cut or some other incentive to remain competitive." Saturn prices will remain at \$299 until then, however.

EA Delays 32-Bit Madden, NHL Until Fall



PlayStation Madden fans won't kick off until fall.

Bad news, sports fans. After reviewing the near-final PlayStation versions of **NHL '96** and **Madden NFL '96** (which were due out in December), EA Sports announced that it won't release the games until fall '96. Citing the company's dissatisfaction with the quality of the gameplay in both titles, a spokesperson said, "We know this will be a great disappointment to many...but we have decided to delay their release...so we can assure customers that the games not only look good, but will provide high-quality play for the life of the product."

Chart-Topping Sales and New Ultra 64 Titles for Nintendo

Lots to brag about in the Nintendo camp this month. As expected, its latest SNES offering, **Donkey Kong Country 2**, quickly shot to the top of the December sales charts. Demand was so strong for DKC 2 over the holidays that many stores sold out their copies immediately, and Toys 'R' Us, the nation's leading toy-retailing chain, had to implement a special reservation policy in order to satisfy cart-hungry SNES owners who couldn't get their hands on the game in time for Christmas.

For Nintendo, DKC 2's sales performance was reminiscent of last year's sales records set by **Donkey Kong Country**. DKC quickly established itself as one of the fastest-selling games of all time, selling more than 4 million copies in its first five months of release. While not quite as popular as its predecessor, DKC 2 is still on track to be the biggest-

selling game released in 1995.

Looking to the future, Nintendo announced that three more games are in development for the **Ultra 64**. **Pilotwings 64** from Paradigm Simulation is the sequel to the multimillion-selling SNES hit **Pilotwings**. No release date has been specified. Coming from Electronic Arts by next Christmas is **FIFA Soccer**, the Ultra 64 installment in the much-heralded soccer series. Finally, **The Great One** will hit the 3D ice for the Ultra 64 this summer in a still-untitled Wayne Gretzky hockey game from Time Warner Interactive. These three titles bring the number of Ultra 64 games in development to two dozen and counting.

This Just In...

Sega Allied with Matsushita

According to a story in *Yomiuri Shimbun*, a Japanese newspaper, **Sega** and **Matsushita Electric Industrial (MEI)** will create a set of standard specifications for next-generation game systems. While details are still unclear, early indications point to the two companies teaming up to develop a new game system based on those specs by fall. According to the story, Sega has received prototypes of MEI's new 64-bit system to begin work on this project.

Dan Stevens, manager of corporate public relations for Sega, however, firmly denied this report of a Sega-MEI partnership. "It's more of the same old rumors that were going around in '95 [regarding a possible Sega-3DO deal]; it wasn't true then, and it's still not true."

As allies, the two companies could pose a formidable challenge to Nintendo and its Ultra 64 if these rumors become reality. Sega has long been Nintendo's closest competitor, and MEI recently bought 3DO's highly anticipated M2 technology (see "ProNews," January and February) in order to enter the 64-bit market. We'll keep you posted if further developments arise.

Price Cut Imminent For SNES Games?

Rumors swirled over the Internet just before Christmas that Nintendo was about to announce a significant price cut for SNES games in the U.S.

The speculation came after Nintendo announced that in February it will cut the prices of its Super Famicom (Japanese SNES) games by 23 percent in order to keep them significantly cheaper than the Ultra 64 games. The fees that Nintendo charges third-party game manufacturers will also be cut by about 30 percent, so prices on third-party Super Famicom games should also fall as companies pass on those savings.

Unfortunately, at press time, Nintendo had not made a similar announcement regarding SNES games and continued to deny rumors that it would.

News Bits

• **Sega** and the trading firm **Nissho Iwai Corp.** have announced a joint plan to start an on-line video game service in Japan. Tentatively set to debut in April, the new service will work sort of like XBand. By plugging a special modem into their 32-bit game systems, users in different locations will be able to play each other. Sega will offer game software, and Nissho will set up a host computer and provide modems. No word yet on whether the service will come stateside.

• **New Level Software, Inc.**, founded by some members of the creative team behind the Sega CD version of *Road Rash*, is working with **BMG Interactive Entertainment** to produce PlayStation and Saturn games. The deal is the latest in a series of BMG agreements with respected game developers around the world, including Rocket Science, Boss Game Studios, DMA Design, and Lobotomy Software.

• Also in the acquisition mode these days is **Sierra On-Line**, which recently purchased **Papyrus Design Group Inc.** Papyrus is the developer of best-selling racing sims like *NASCAR Racing* and *IndyCar Racing*.

• Still showing a faint pulse is **Hudson Soft**, makers of such Warner Bros.-themed games as *Rabbit Rampage* and *Speedy Gonzalez*. Although it sold off its unreleased titles (including the lamentable *Porky Pig's Haunted Holiday*) to Acclaim in 1995, the company is contemplating making new next-gen games. So far, all that's definite is that Hudson has left San Francisco for new digs in Seattle, Washington.



Jaguars can now be had for \$99.

Atari Cuts Prices, Eyes Other Platforms

Atari also moved to bolster its Christmas sales, cutting prices on the **Jaguar** to \$99 in mid-December. The company will likewise begin publishing titles for other platforms by early spring, according to a story by *MMWire Weekly*. Although Atari still plans to release 20 Jaguar titles in 1996, it will produce PC, Mac, PlayStation, and Saturn games to garner additional revenue.

On the downside, Atari confirmed that it laid off its in-house development staff (see "ProNews," February) and will now utilize outside developers to create its products. The company's VR gaming headset has also ended up on the cutting-room floor after Atari found that gamers were "becoming woozy" when using it. **A**

Price Cut on Goldstar 3DO



3DOs made by Goldstar now run only \$199.

Next-gen 32-bit hardware has finally broken the \$200 barrier as **LG Electronics**, formerly known as Goldstar, lowered the price of its **3DO** unit to \$199. The package also includes two controllers and two games, *Shock Wave* and *FIFA International Soccer*. The move came in early December, presumably to spur sales before Christmas.

In other 3DO news, **Studio 3DO** announced that it acquired **Cyclone Studios**, the developers of *Captain Quazar* and *BattleSport*. The new group will continue to work on 3DO and M2 games, as well as PC titles and Internet software.

Taito, ALG Exit Arcades

Tough times continue for small game-development companies as both **Taito** and **American Laser Games** pulled out of the arcade business. Taito has closed all its U.S. offices, but will continue to develop home-console and arcade games in Japan. While Acclaim will publish Taito's home-console titles in the U.S. (see "ProNews," January), Taito is currently negotiating with unnamed arcade distributors that would port over and release its arcade games in the U.S.

American Laser Games, however, has left the arcade business for good to concentrate on its home entertainment line. ALG will license its arcade technology for use by other companies and is currently developing games for the Saturn and PlayStation.

BLOCKBUSTER VIDEO

march

HOT SHEET

PlayStation	Saturn	Genesis	Super Nes
1. Destruction Derby	1. Virtua Fighter 2	1. NBA Live '96	1. NBA Live '96
2. Twisted Metal	2. Virtua Cop	2. Revolution X	2. Donkey Kong Country 2
3. NBA In The Zone	3. Sega Rally Championship	3. Toy Story	3. Revolution X
4. NFL GameDay	4. NHL All-Star Hockey	4. Gargoyles	4. Toy Story
5. Loaded	5. WWF Wrestlemania	5. Gargoyles	5. Gargoyles
6. Tekken	6. Offworld Interceptor Extreme	6. Earthworm Jim 2	6. Mega Man X3
7. NHL Faceoff	6. Quatarback Attack	7. Spot Goes to Hollywood	7. Killer Instinct
8. Warhawk	7. Chen War	8. TNN Outdoor Live '96	8. PGA Tour '96
9. Philoena	8. Daytona USA	9. Asahi Real Monkeys	9. Asahi Real Monkeys
10. Revolution X	9. Virtual Racing	10. PGA Tour '96	10. Final Fight 3
	10. Galactic Attack		

Hot News from GamePro Online

America Online users can now get daily game news updates. Use the keyword "GAMEPRO" to access GamePro Online, then head straight to the Hot News section to get the latest video game news.

A Player's Guide to Power Peripherals



By The Lab Rat

Well, the heater broke in the lab last night, so to keep warm we've been playing broom hockey with a three-week-old glazed donut. While we check each other into the boards, check out this month's peripherals.

Racing Sensation

Very rarely does one peripheral set itself far above other, similar products. For the PlayStation, the **Advanced Analog Steering Wheel** by **Mad Catz** is one of those peripherals.

This slick piece of hardware comes with a stick shift and pedals, and its extremely tight steering control shames Sega's much looser-playing Arcade Racer for the Saturn. Light but not flimsy in design, the wheel rests comfortably on your lap or a table-top. A stiff spring in the column makes for arcade-like, center-return steering, and the plastic racing-style wheel provides a good grip.

Six buttons are mounted on the face with two more underneath the wheel that work like triggers. There's even a directional pad in the middle of the wheel, which makes menu screens easier to navigate.

What separates this baby from other steering peripherals are the gearshift and pedals that enhance the realism of each race. To the right of the wheel is a small High-Low stick shift. It's easy to grab, and you can quickly shift up and down through all six gears in Ridge

Peripheral



Advanced Analog Steering Wheel

System: PlayStation

Features: While it works only with analog-compatible products, this wheel offers super-smooth control and provides racing fans with the whole package: a gear shift and gas and brake pedals.

Price: \$89

Available: Now

Contact: Toy and electronic-gaming stores or Mad Catz, 619/443-9761

Racer, which really enhances the feeling that you're driving with a manual transmission.

Connected to the wheel by a five-foot cord, the easy-to-work gas and brake pedals sit on a sturdy base. While they may be a little too close together for some gamers, they're extremely effective in adding realism to Ridge.

This wheel utilizes true analog steering technology, so compatibility with some games is a problem right off. All of Namco's products (Ridge Racer, Air Combat, Cyber Sled, etc.) are analog compatible. Although Wipeout works with the wheel, the pad is more effective. And be warned: This isn't your wheel if you want to put the pedal to the metal in Destruction Derby because it doesn't work at all with this game. Coming in at \$89, this total-package peripheral is worth every dollar for Ridge Racing freaks. For Destruction Derby drivers, it's a disappointment, but that's life in the fast lane.

Shark-Infested System

You won't find any grinning genies granting game codes for the Saturn. But if you feel like you're drowning in

a game, you might be rescued by the **Game Shark** from **STD**.

Developed by Dattel, the same U.K. company that developed the Pro Action Saturn (see "GamePro Labs," January), the Game Shark cart bypasses a game's start-up procedure and allows you to implement cheat codes. It also doubles as a memory cart.

The Shark comes with codes for 20 Saturn games already released, including a "no reload" code for Virtua Cop. It also enables you to save new codes as they become available, so you'll have to enter them only once. New codes for the Shark will be listed in future issues of *GamePro* as they become available, on STD's 900 line, and on the Game Shark Web site.

While the Shark costs \$20 less than the imported Pro Action Saturn, it lacks the Pro Action's "key" feature, which allows you to play U.K. and Japanese Saturn games on your American system. If you plan on buying only American games and want all the cheats you can get, you might want to swim with this shark. ☐

Peripheral



Game Shark

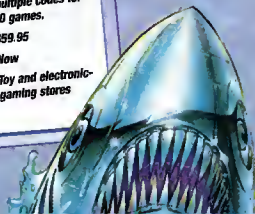
System: Saturn

Features: This cart works like a 16-bit Game Genie and doubles as a memory cart. It saves games, as well as newly entered cheats, and comes loaded with multiple codes for 20 games.

Price: \$59.95

Available: Now

Contact: Toy and electronic-gaming stores



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ACTION!"—EGM

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D... the Daughter.

Inside—the father, a doctor gone mad...but why?

D... Darkness.

Outside—the daughter...the innocent, the seeker.

D... Destiny.

You are about to enter the darkness forever!

D... Despair.

With stunning computer rendered 3-D graphics,

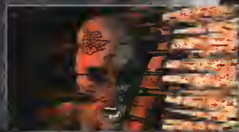
D... Delirium.

Its descent into the dark pit of your soul is a

D... Death.

tour-de-force of terrifying secrets and challenges.

D... Damnation.



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Nintendo 64

Shakes up

Shoshinkai

Finally! Nintendo's much-touted 64-bit system made its debut at the Shoshinkai Show in Japan. Here's a look at the games!

By Nob Ogasawara,
Bro Buzz, and
Major Mike

Super Mario 64 (tentative title)

Developer/publisher: Nintendo of Japan
Players: 1
Release date: April 21
Megabits: 64
Genre: Action
Version seen: 50% complete

Mario has been at the head of the game-cartridge pack for every new Nintendo system, so it's no surprise the mustachioed hero will usher in the powerful Nintendo 64 system (called the Ultra 64 in the U.S.). This game is great!

Texture-Mapped Heaven

Mario's a fully rendered 3D figure composed of texture-



mapped polygons in a full 3D world inhabited by Bowser, all his evil hench-creatures, and traps from the classic 2D series. By going 3D, Mario's repertoire of cartoonish movements is more lifelike than be-

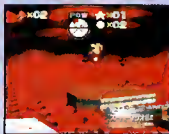


fore. Besides the usual running and jumping, Mario has new abilities like creeping along walls, hanging off ledges, climbing flag poles, walking on tip-toes, sliding down slopes on his rear end (with speed control), and more.

The innovations aren't just confined to voluntary actions either—Mario has new pain



reactions, too. For example, Mario can be stomped flat by Thwomp. And when he's hit by a fireball, he rockets straight up into the air, leav-



ing a smoking trail from his smoldering butt.

Something Old, Something New

You put Mario through the paces in a variety of settings

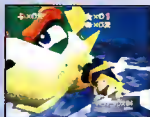


inside Bowser's castle, including a mountainous zone, ice field, lava-filled cavern, and an underwater world. In each of these worlds,

Mario faces a variety of old and new challenges that are the hallmarks of the groundbreaking action series.

The game is precisely controlled by using the center 3D stick and Buttons A and B on the right side of the pad. The

four yellow C buttons are used to switch viewpoints roughly 360 degrees. The version at the show was tricky to maneuver at first because the viewpoint kept shifting, making it feel as if you were driving a radio-controlled Mario. However, 3D Mario has an incredible range of motions. This should be a spectacular new chapter in Mario's history.



A 2D Mario Game?

At Shoshinkai, *GamePro* spoke with Shigeru Miyamoto, Mario's creator, about the possibility of creating a traditional 2D Mario game for the Nintendo 64.

Miyamoto admitted that Nintendo is actually working on such a game, and that a fully animated Yoshi was already running around on-screen with full scaling effects on individual sprites. "With a machine this powerful," he said, "we should be able to do something very interesting." So add a 2D Mario to the games in the list for N64!

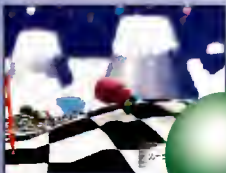
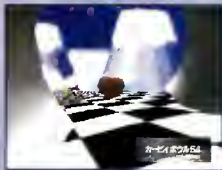
Kirby Bowl 64 (tentative title)

Publisher:
Nintendo of Japan
Developer:
Nal Laboratory and Nintendo
Players: 4
Release date: April 21
Megabits: 64
Genre: Action/racing
Version seen: 20% complete

Besides Super Mario 64, the only other playable game on display was this one starring another ultra cute Nintendo mascot. Although Kirby Bowl 64 is supposedly one of the three launch titles for the Japanese system, it was only 20 percent complete.

Twice the Fun

The show version includes two separate games. The first is a 3D polygon snowboarding race against the clock. In



this game, Kirby boards down a slope similar to the playing field in Kirby's Special Tee Shot. On the way down, he grabs stars for points while avoiding obstacles like trees and arches by ducking, bobbing, weaving, and jumping.

The other game is basically a Kirby version of Battling Tops. (Remember that game



where the object was to knock your opponent's top out of the ring?) Up to four players tap in using the N64's four controller ports. The playing fields consist of bowls, some very simple in design, while others bear more complexity, such as bowls with smoothly undulating protrusions. If past Kirby games are a fair standard for judging, a finished version of Kirby Bowl 64 featuring more sub-games should be quite fun.

Nintendo 64 OVERSEAS

Pilot Wings 64 (tentative title)

Publisher:
Nintendo of Japan
Developer:
Paradigm Simulation and Nintendo
Players: 1
Release date: April 21 (tentative)
Megabits: 64
Genre: Flight sim

The third title rumored for the launch is the sequel to Pilot Wings, one of the earliest titles for the Super Famicom. The graphics have been vastly enhanced by using a true 3D environment with real physical effects, such as wind currents and environmental factors. The variety of aircraft includes a hang glider, a rocket pack, and a gyrocopter.

Real Science

In Pilot Wings, you get to buzz around at least three areas



with different characteristics, such as a city and a canyon. Each area has "real" physical properties and covers a region five miles square, with no altitude limitations (except the aircraft's own).

With a design similar to the prequel, the game has set patterns and requirements you must meet to advance. The

developers, however, have made the areas "real" 3D environments, so you can simply buzz around and take in the sights if you choose. Paradigm's experience developing 3D simulators such as flight sims for the armed forces

means this should be an extremely realistic and enjoyable flying game.



Shoshinkai Software Roundup

Nintendo also showcased via videotape other Nintendo 64 games in development.

Super Mario Kart R

Super Mario Kart R is the sequel to the multiplatinum SNES racing game, with the addition of new courses (including ups and downs) and new characters (such as Wario). In two-player mode, the screen is split vertically rather than horizontally as it was in the original version. There's also a four-player mode that splits the TV screen into four sections.



Mario and Wario race in Super Mario Kart R.

Wave Race 64

This game appears to be a boat racing version of the groundbreaking F-Zero. High-speed racing crafts scream around on superlly realistic canals that include jump ramps.

StarFox 64

StarFox 64, the sequel to the great SNES polygon shooter, has full texture-mapped polygons, multiple views, and other 3D effects that should make it a winner. Since the managing director of Argonaut Software, Jez San, was spotted at Shoshinkai, we believe Argonaut (the makers of StarFox and FX Trax) is making this title for Nintendo.



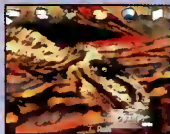
StarFox 64, the sequel to the SNES hit StarFox

Buggy Boogie

Buggy Boogie appears to be a shooting game like Namco's Cyber Sled, but it adds the capability to custom-build your own fighting buggies. Presumably you'll be able to save your buggy data on a memory card so you can play against friends.

Creator

This game looked like a simulation game where you create dinosaurs. The video revealed no clues on how the game works, but an opportunity to create your own ferocious-looking T. rex and other beasts just can't be missed.



Creating your own T. rex

Legend of Zelda

Nintendo also showed a short clip of The Legend of Zelda. The action depicted a polygon Link sword fighting a medieval knight wearing an impressive

Nintendo 64 OVERSEAS

suit of armor that made him look highly chromed. Zelda is supposed to be the game to launch the yet-unannounced disc drive unit, which should be unveiled at the next Shoshinkai Show in November.



The Legend of Zelda - Nintendo's first disc game?

Body Harvest

DMA Design is making Body Harvest for Nintendo. This game is about an alien invasion of monsters who come to wine and dine on people. Your job is to seek out combat vehicles so you can defeat the hungry horde.

Blastdozer and 007 Goldeneye

Rare showcased two games. Blastdozer looked like an action game designed for total carnage. You drive around in bulldozers, cranes, trucks, and



a strange scorpion-like mech.

Rare's other offering was 007 Goldeneye. Eye appears to be a Doom-type first-person shooting game. The company is apparently working on three other N64 games, including an all-new Killer Instinct and Donkey Kong Country 3.



007 Goldeneye caught GamePro's discriminating eye.



Donkey Kong Country 2 for the Super NES: Get ready for DKC 3 on the U64!

Star Wars: Shadow of the Empire

The one non-Nintendo title on the video was LucasArts' Star Wars: Shadow of the Empire. This great-looking game appears to be set in the same



period as the movie *The Empire Strikes Back*, and was highlighted by an impressive sequence of rebel Snowspeeders attacking Imperial Walkers on a snowy planet (Hoth). Lucas is apparently working on other Star Wars-related titles for the N64, including a Dark Forces-type game and an X-Wing-style shooter.

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LucasArts delivers the Force to the N64 with *Star Wars: Shadow of the Empire*.

Turok: The Dinosaur Hunter

The one game at the show that was being developed by an American Dream Team member was *Turok: The Dinosaur Hunter* by Acclaim. The demo appeared to be very early in development, with only basic, blocky polygon dinosaurs and prehistoric beasts against plain backgrounds.



Doom II on the PC — the U64 version is on the way.



The arcade racer *Cruis'n USA* is also in the works.

Doom, Cruis'n USA, and Phear

GamePro also spoke to representatives from Williams who were enthusiastic about the 64-bit *Doom*. *Cruis'n USA* is also in the works for Williams, and perhaps other big Williams titles. The masterminds of H2O were also hyped about *Phear*, which they described as sort of a "Rubik's Cube from hell."

Nintendo 64 OVERSEAS



Games for the American Ultra 64

At press time, information about games for the Ultra 64 in America was sketchy. In addition to *Super Mario 64*, 007 Goldeneye, *Turok: The Dinosaur Hunter*, *Cruis'n USA*, *Doom 64*, and *Star Wars: Shadows of the Empire*, there are several other titles in development, possibly scheduled for U.S. release this year.

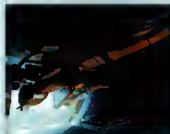
FIFA Soccer

(By Electronic Arts)

EA plans to make this the ultimate soccer simulation, promising hundreds of teams, new characters, and gameplay that uses all the Ultra 64 controller buttons. A worthy goal, for sure!

Robotech

(By Gametek)



Rendered polygon shooters seem to be advancing en masse on the Ultra. This mech-warrior combat cart's based on the American cartoon and Japanese anime flick.

Top Gun

(By Spectrum Holobyte)



Spectrum's F-14 Tomcat flight sim for the PC, PlayStation, and Saturn will also land on the Ultra 64. It's based loosely on the Tom Cruise movie, with an emphasis on making war, not love.

Monster Dunk Basketball

(By Mindscape)

Remember basketball? It's making a U64 comeback in monstrous fashion with a full-court, creepy-crawler press.

Red Baron

(By Sierra Online)



This PC classic was an on-again/off-again WWI biplane flight sim for the Ultra. Contact! It's on again.



Wayne Gretzky Hockey

(By Time Warner Interactive)

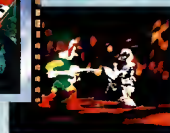


The Great One makes a U64 slap shot with a revamped, retooled rendition of the PC game.

Stocker

(By Virgin Interactive)

At press time, news about this Virgin game was still unreleased.



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Online Insanity and Plugging into Net

Get Wired with Online Games

By The Whizz

Online gaming" is one of the latest buzz phrases. It's really nothing new, but it can and will be very cool.

To get into online gaming, you need a personal computer, preferably a Windows PC. You can find online action for the Mac, but a general requirement for online gaming is that you must have the game you plan to play installed in your machine, and the PC has more games available.

Video gamers have limited online opportunities right now. The 32-bit game systems and the Ultra 64 certainly have the horsepower to support online gaming, but that aspect of console play is still in its infancy (see below).

Here's a brief rundown on the four main sources of online gaming: the Internet, online services, local-area networks, and bulletin boards.

Internet Gaming

There's game action going on all over the Internet! Internet gaming consists of Web sites set up to support multiplayer PC games. In order to play a



Doom is one of the hottest multiplayer games on the Internet.

game via the Web, you must have Web browser software and the game installed on your computer.

One of the hottest Internet game sites is DWANGO. DWANGO (Dial-Up Wide-Area Network Gaming Operation) has formed alliances with several software developers such as id Software, the creators of Doom, in order to create a site dedicated to multiplayer gaming. DWANGO has really built its reputation by providing 24-hour Doom, Doom II, and Ultimate Doom multiplayer action. (See "GamePro Online" in this issue for other Internet gaming sites.)

Games from Online Services

Commercial online services such as America Online (AOL), CompuServe, Prodigy, and

CEnie all feature online games. Subscribing to one of these services enables you to play games by logging onto their central computers.

AOL, for example, has a Games Channel that features a variety of games from puzzlers to murder mysteries. Be prepared to play with a crowd, however: You might play with or against several hundred thousand players at a time!

Good news for video gamers! XBand is an online service that enables 16- and 32-bit game-system owners to play each other across phone lines (See "X-Perience XBand" at right for more info).

Network Gaming

If you want to party with a bunch of pals in one location, play your favorite game on a local-area network (LAN). Most



Internet Web sites such as Adventure Zine will help you locate the action for your favorite games.

PC games such as Doom and Magic Carpet II (by Electronic Arts) have multiplayer features that support modem-to-modem and LAN gameplay. As with Internet gaming, every player must have a copy of the game installed in their computer.

Local Game Bulletin Boards

Since many computer gamers won't have access to a LAN, another alternative is to get into a multiplayer contest via a bulletin board. Bulletin boards are usually run by other gamers who use a PC as a network server. You can play someone almost any time from the comfort of your own home, and you usually play gamers who live in your immediate geographic locale.

Video Games Calling

Multplayer game action online opens up an entirely new world of challenges for players. If you're a PC GamePro, online gaming is definitely worth logging into. ■



The Internet gaming action is happening right now on DWANGO.

XBand X-Citement! worked Games



By Gen-er

So you think you got game, huh? You play like you were born with a controller in your hand? Then you just might be ready for the XBand network, where hardcore gamers play. Using XBand modems, two people anywhere in the U.S. can play each other in supported Super NES or Genesis games.

Calling All Gamers

"XBand gives you a chance to prove yourself," says Sharkee!!!, a 14-year-old from Los Angeles. "You can beat anybody on your block or in your school, but that doesn't prove anything. If you can beat anyone across the country, then you've got something to talk about."

Lots of people agree. About 5000 gamers connect to XBand every day. XBand was introduced to five test markets in November 1994 and went national a year later. Now, 100-200 new gamers are signing up daily. Catapult

XBand Games Library

Genesis games available at press time

Madden NFL '95	NBA Live '95
Madden NFL '96	NHL '95
Mortal Kombat	NHL '96
Mortal Kombat II	Primal Rage
Mortal Kombat 3	Super Street Fighter II
NBA Jam	WeaponLord

Genesis games under development

FFFA '96	NBA Live '96
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Super NES games available at press time

Doom	Mortal Kombat 3
Ken Griffey, Jr. Baseball	NBA Jam TE
Killer Instinct	NHL '95
Madden NFL '95	NHL '96
Madden NFL '96	Super Mario Kart
Mortal Kombat II	WeaponLord

Entertainment, Inc., makers of XBand, expects to have 40,000 to 50,000 subscribers soon.

Plug 'n' Play Technology

Catapult formed in April 1994 and immediately set to work

creating a way for players to compete from separate locations. "The original idea was a big red button - 'Find me a match,'" said Steve Roskowski, a founder and the executive vice president of engineering. The result was XBand hardware that plugs into the

cartridge slot of a Super NES or Genesis system (the Genesis modem also works with the Nomad).

At the cart-shaped box's heart is a 2400-baud modem. That's the slowest modem made today, but it works for XBand because all that's sent over the phone lines are controller instructions. Like the Game Genie, the XBand modem intercepts code from the game cart and

patches in its own instructions, which enables games to be optimized for online play. The



The XBand modems plug into the SNES and Genesis for networked gameplay. The keyboard makes it easier to chat after playing games.

hardware also includes a custom chip and software to make sure both players see the same thing at the same time. Slap the game into the top of the modem, plug in a

**Play the Pros
at GamePro**

Log on to XBand on March 6 between 4-6 p.m. PST to take on GamePro's editors! You'll know it's them by their custom icon and taunt. Editors will be playing a variety of Genesis and Super NES games like Madden NFL '96, MK 3, Killer Instinct - and they'll be looking for YOU!

phone cord, and you're ready to rumble.

Got a Match?

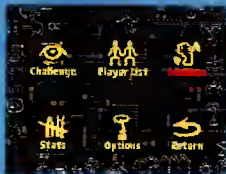
So what happens when you're trying to get a game going? First, your modem dials a local-access phone number that links you to a server in Catapult's Cupertino, California, headquarters. The server downloads that day's editions of Bandwidth (the daily newspaper) and XBand News (the daily newsletter), and any operating system patches.



Catapult cofounder Steve Roskowski shows what drives XBand's network. The Sparcstation servers handle from 50,000 to 70,000 calls daily, but the network's designed to handle up to 400,000 calls per day.

Your call then moves to the matching server, which first looks to see if another local person is waiting for a match. If nobody's in the queue (and you subscribe to Nationwide, XBand's \$3.95-per-hour long-distance service), the matching server looks for an opponent near your skill level.

"We keep track of your ability," said Konstantine Oth-



XBand marks the spot. This is the main interface, where it all happens. Challenge is how you get a match.



San Francisco 49ers Nate Singleton (left) and Derrick Deese give high fives after scoring a TD against the Dallas Cowboys in an XBAND tournament. An upcoming celebrity tourney will match XBanders against NBA stars like Chris Webber with musicians such as Naughty by Nature.



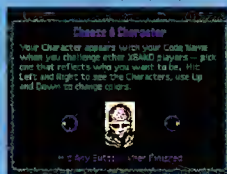
Don't pull the cord! What looks like spaghetti behind the rack of Sparstations feeds gameplay to 5000 hungry XBAND users daily.

mer, executive vice president of software. "We use the Chess Federation's scoring model, the Elo Ranking System. If I play a Grand Master and lose, my ranking won't go down. But if I win, my ranking will go down and mine will go way up. It's the same way on XBAND."

If an opponent's waiting, your modem disconnects from the server and dials them directly. If nobody's waiting, the modem disconnects and is set to answer your phone. When your phone rings, the modem answers the call, makes sure it's another XBAND modem, then connects you with the challenger.

Game Time!

Playing XBAND isn't the same as playing someone sitting on the couch next to you because there is a barely perceptible lag (fractions of a second) between your controller actions and what happens on screen. But you quickly be-



Before you get connected, you choose a character, code name, a taunt, and enter any personal information you'd like.

come accustomed to the delay – and it can actually help your gaming skills because you're forced to react quicker and think ahead more.

After the match, you can enter chat mode and use an onscreen keyboard to talk smack to your foe. Moving the cursor from letter to letter is time-consuming and laborious, so Catapult developed a keyboard you can buy for \$29.95 that plugs into the second controller port.

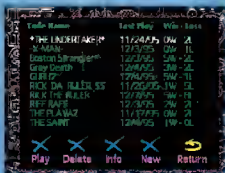
Expanded by XBAND

Gamers who compete on XBAND feel a strong sense of community. XBAND counts more than 700 clubs where members set up their own tournaments, maintain newsletters, send mail to each other, and challenge other clubs.

"For some, XBAND is a meeting place," said Nina, a 24-year-old XBANDer and one of the few women on the male dominated network. "There are a lot of great Bander in X-Land."

There are some weasels, too. Mail bombing (sending

someone lots of mail messages with little content so that they have to delete their saved mail) and cord-pulling (detaching the phone cord from the modem or hitting reset when losing so the opponent doesn't get credit for the win) are the two main annoy-



You can have up to ten challengers in your Player List.

X-Plore These XBAND Codes

Operating-system updates from Catapult's programmers sometimes give you fun or useful cheats you won't find in the manual.

Super NES Codes

Killer Instinct: To turn off random select instead of activating it after one win, both players must hit Select at the Controller Configuration screen when they're done configuring.

Mortal Kombat 3: To make Smoke a selectable fighter, both players hold Select at the Controller Reconfiguration screen fades in.

Vomitivision: At the XBAND title screen, tap Up, Up, Left, Right on the directional pad to make the background roll around. It'll make you feel sick!

Genesis Codes

Madden NFL '96: To forfeit a game, hold A, B, and C.

Madden NFL '95: To turn on substitutions and onside kicks, both players must hold Start and Up during the Sync-O-Tron screen.

Mortal Kombat II: To forfeit a match, hold A, B, and C.



To play Pong with a fish, go to the main six-icon screen and tap Up, Up, Up, Right, and Button B.



To enter mazes at the main six-icon screen, tap Down, Down, Left, Left, Right, Button B.



XBand Characters

XBanders can identify themselves from XBand's library of over three dozen images. Here's a selection:



ances on XBand. But Big Brother is watching.

"On some games, we can find out 100 percent of the time if you've hit reset," Othmer said. Recent programming tweaks enable Catapult to award wins when your opponent pulls, and a forfeit feature is now in the Genesis versions of Mortal Kombat II and Madden NFL '96.

Playin' PC

The XBand community is about to get a lot larger. Catapult is beta testing XBand PC, an online service that will match opponents on such personal computer games as Doom II, Heretic, MechWarrior II, Hardball 5, Super Street Fighter II, and Descent. XBand PC signals Catapult's shift away from being a hardware company, because the new network will



One of the features of XBand PC is the ability to personify your character.

use existing PC modems. XBand PC will feature several advances that 16-bit XBand users have been requesting. "There will be chat rooms, places where people can meet online, talk, and then go play a game," said Doug Campbell, director of business development. "The graphics will go to the next level, as will personification and the ability to learn more about the person you're playing." You can also wait for more than one game at a time. For instance, you could register on Doom II, but also be registered on

MechWarrior II or Hardball 5.

The Future Is Now

Later this year, Catapult will add multi-player capabilities to XBand PC. You think it's tough beating one person? Wait until you square off against five others! "And the way XBand PC is architected, we'll be able to do that on the next-generation systems," said Lynn Heublein, executive vice president of business development.

"When?" is what XBand users have been asking. Some admit they're waiting to find out about XBand support before buying a new system.

The next-generation modems are already in the works. Catapult is helping



What You Pay To Play

Super NES or Genesis modem: \$19.99

Subscriber fees: \$4.95 for 50 Connect Credits per month (15 cents for each additional credit)

Unlimited Connect Credits: \$9.95

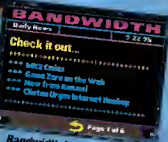
(Note: There is also a one-time set-up fee of \$2.95)

Phone charges: Local-only (usually free); Nationwide service (long distance): \$3.95 per hour

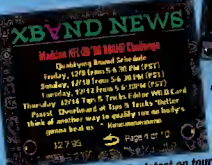
SNES or Genesis keyboard: \$29.95



The main menu screen in the Windows 95 version of XBand PC



Bandwidth is XBand's six-page daily newspaper.



XBand News gives you the latest on tournaments and other XBand developments.



Sega develop a Saturn modem, so it's likely that will be the first 32-bit platform supported. "And Sony looks like they're doing great, so we're keeping an eye on them," Heublein said. "But you can't have a network service if you don't have enough players. We'd like to see 400,000 to 500,000 users tracking to a million. If that happens fast, we'd be out there in fall 1996." For the legion of devoted XBanders, the next generation of competition can't happen soon enough. ■

GAMEPRO ONLINE

The Best of GamePro Online

A recap of recent highlights on GamePro Online, plus a look at what's new on the Net.

By The Net Nut

GamePro Online
The ultimate
online source for
game information!

GamePro Online races along on AOL every minute of every day. For anyone who's yet to boldly go into cyberspace, here's a sample of what's happening in our cyberworld.

Online Options

Some of the areas you can explore in GamePro Online:

- Chat rooms (live conversation with other gamers)
- Message boards (posted comments and tips)
- Talk with a *GamePro* editor (weekday afternoons at 4:30 p.m. PST in the chat room)

- File vault (game-related info, including FAQs)
- Archive (current and back issues of *GamePro*)
- Guest conferences (meet experts like MK 3's Ed Boon)
- Hot News (industry news as it happens)



At the Shoshinkai Show in Japan, Nintendo demoed games that it's bringing to the Ultra 64. *GamePro* Online was there, and *GamePro* Online released screen shots of the games, including *Super Mario Kart* for the Ultra 64, right as the show was happening.

NetPro

What's on the Web? Tons! If you're interested in online gaming, visit these sites:

DWANGO Inc. (Dial-up Wide-Area Network Gaming Operation): www.dwango.com

Doom Gate: doomgate.cs.buffalo.edu

Internet Modem Players Listing: www.xmission.com/~morrison/IMPL/home.html

BBS Multiplayer Game Servers: www.teleport.com/~caustic/bbs.shtml

For some alternate online gaming sites with card games, adventure games, and the like, check out:

Zarf's List of Interactive Games on the Web: www.cs.cmu.edu/aifs/and/or/www/kgb/www/zarf/games.html

Little Jason's Game Page: www.fn.net/~jmayers/games.html



The Software Publishers Association's Web page (<http://www.spa.org>) provides info on the business of game software. Recently, SPA ran a contest, Cybersurfari '95, which they called a "digital form of the traditional treasure hunt."

The David Perry Conference

GamePro Online recently staged a conference with David Perry, founder of Shiny Entertainment, the company that made Earthworm Jim and EWJ 2. Excerpts reveal some surprising hidden codes in EWJ:

David Perry: The Sega CD version has some really wonderful hidden secrets. There is more than one ending. They are very silly, well worth seeing. Finish the game in each difficulty level, then you will see the ending. Also, I have a list of over 35 codes. I will fax these to *GamePro*...

GamePro: Yessssssssssssss!

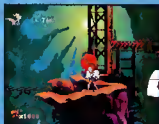
DP: ...and they can print the official Shiny list. There are really bizarre cheats on this list.

GP: Can you give up one of the more bizarre codes now? The audience can't wait!

DP: To get a redheaded Jim: Pause the game and hit C, A, A, A, A, B, C. Check it out!

Glossary of Online Terms

ASCII — This acronym stands for American Standard Code for Information Interchange. It refers to the type of characters in a basic text file that's displayed or read on a computer.



Shiny's David Perry gave *GamePro* Online over 35 hidden codes for *Earthworm Jim* (Sega CD) during his live conference.

Online Conferences

GamePro Online holds many exclusive conferences with leaders and celebrities from the video game industry. These live discussions provide a forum where you can talk to them one on one. Look for conference transcripts in the File Vault at GamePro Online's main menu. Featured guests have included:

- Crystal Dynamics game developers (Solar Eclipse, Gex)
- GamePro Editors ("Ask the Pros" for game hints)
- The Ultimate MK 3 creative team

- Ed Boon and John Tobias (MK 3 and Ultimate MK 3)
- Sega home systems and coin-op (Fighting Vipers, Indy 500, and VF 3)
- Williams/Bally/Midway executive Roger Sharpe (MK 3, NBA Jam, WWF Wrestlemania)
- SNK game developers (Samurai Shodown)
- Programmer Mark Turmell (NBA Jam and WWF Wrestlemania)
- Time Warner Interactive game developers (Primal Rage, Rage 2, and Area 51)
- Namco game developers (Tekken 2, Rave Racer, and Cybersled)

E-mail us your comments through America Online or at this Internet address:
comments.gamepro@itw.com

GAMEPRO

READERS' CHOICE AWARDS

96

Want to win a free game?
Hey, who does NES? Here's how.

Last month the *GamePro* editors chose the best games of 1995 — now it's your turn! Vote for one game in as many categories as you want, or write in your own selections. Only games that were released in 1995 are eligible. Then mail your ballot to this address by March 15, 1996. (Only one, please, or you're disqualified.)

Make sure

Readers' Choice Awards

GamePro Magazine

P.O. Box 5828

San Mateo, CA 94402

Or, fax us your replies to (415) 349-8347



your name, return address, and phone number are on the envelope or fax cover sheet. You can also look in *GamePro* Online's Communications Center for instructions about voting via America Online.

We'll tally the results and announce them in the June issue of *GamePro*. We'll randomly select one entry from the ballots we receive to win any current home game for any video game system. We'll also draw ten more winners to receive *GamePro* T-shirts. Stay tuned in June!

Best Overall

Best Strategy Game

- ☐ Myst (Saturn)
- ☐ Super Bomberman 2 (SNES)
- ☐ D (3DO)
- ☐ Syndicate (Genesis)

Best Role-Playing Game

- ☐ Chrono Trigger (SNES)
- ☐ Secret of Evermore (SNES)
- ☐ Phantasy Star IV (Genesis)
- ☐ Earthbound (SNES)
- ☐ Breath of Fire II (SNES)
- ☐ Lunar: Eternal Blue (SCD)
- ☐ Shining Force CD (SCD)

Best Puzzle Game

- ☐ WildSnake (SNES)
- ☐ Bust-a-Move (3DO)
- ☐ Kirby's Avalanche (SNES)
- ☐ Zoop (Any system)

Best System

- ☐ Genesis
- ☐ Super NES
- ☐ Jaguar
- ☐ PlayStation
- ☐ Saturn
- ☐ 3DO
- ☐ Neo-Geo
- ☐ Game Gear
- ☐ Virtual Boy
- ☐ Game Boy

Best Handheld Game

- ☐ Taz in Escape from Mars (Game Gear)
- ☐ Wario Land (Virtual Boy)
- ☐ Mario Tennis (Virtual Boy)
- ☐ Galactic Pinball (Virtual Boy)
- ☐ Street Fighter II (Game Boy)
- ☐ Super Return of the Jedi (Game Gear)

Best 16-Bit Action/Adventure Game

- ☐ Kirby's DreamLand 2 (Game Boy)
- ☐ Killer Instinct (Game Boy)
- ☐ Donkey Kong Land (Game Boy)

Best Arcade Game

- ☐ Tekken 2
- ☐ Street Fighter Alpha
- ☐ Virtua Fighter 2
- ☐ Mortal Kombat III
- ☐ Ultimate Mortal Kombat
- ☐ Fighting Vipers
- ☐ Samurai Shodown III

Best 16-Bit Game

Best 16-Bit Racing Sim

- ☐ Newman Haas Indy Car (SNES)
- ☐ Virtua Racing (32X)
- ☐ Road Rash 3 (Genesis)

Best 16-Bit Sports Game

- ☐ Madden NFL '96 (Genesis)
- ☐ FIFA '96 (Genesis)
- ☐ NBA Live '96 (Genesis)
- ☐ Tecmo Super Bowl 3 (SNES)
- ☐ NHL '96 (Genesis)
- ☐ College Football '96 (Genesis)
- ☐ World Series '95 (Genesis)
- ☐ Coach K College Basketball (Genesis)

Best 16-Bit Fighting Game

- ☐ WWF Wrestlemania (Genesis)
- ☐ MK III (SNES)
- ☐ Primal Rage (Genesis)
- ☐ Weaponlord (Genesis)
- ☐ Killer Instinct (SNES)
- ☐ Eternal Champions (SCD)

Best 16-Bit Action/Adventure Game

- ☐ Adventures of Batman and Robin (Genesis)
- ☐ Vectorman (Genesis)
- ☐ Donkey Kong Country 2 (SNES)
- ☐ Yoshi's Island (SNES)
- ☐ Earthworm Jim 2 (Genesis)
- ☐ Mega Man X3 (SNES)

Best Next-Gen Games

Best Next-Gen Fighting Game

- ☐ Virtua Fighter 2 (Saturn)
- ☐ WWF Wrestlemania (PlayStation)
- ☐ Primal Rage (PlayStation)
- ☐ Mortal Kombat III (PlayStation)
- ☐ Tekken (PlayStation)
- ☐ Battle Arena Toshinden (PlayStation)

Best Next-Gen Strategy Game

- ☐ Theme Park (Any system)
- ☐ Return Fire (3DO)
- ☐ Hell (3DO)
- ☐ Myst (Saturn)
- ☐ D (3DO)

Best Next-Gen Vehicle Sim/Shooter

- ☐ Agile Warrior (PlayStation)
- ☐ Air Combat (PlayStation)
- ☐ Warhawk (PlayStation)
- ☐ Iron Soldier (Jaguar)
- ☐ Shockwave: Jumpgate (3DO)
- ☐ Viewpoint (PlayStation)
- ☐ Twisted Metal (PlayStation)
- ☐ Panzer Oragoon (Saturn)

Best Next-Gen Action/Adventure Game

- ☐ Loaded (PlayStation)
- ☐ Clockwork Knight (Saturn)
- ☐ Rayman (PlayStation)
- ☐ Jumping Flash (PlayStation)
- ☐ Astal (Saturn)
- ☐ Shinobi Legions (Saturn)
- ☐ Bug (Saturn)
- ☐ Gex (Any system)

Best Next-Gen Corridor Shooter

- ☐ Roboticia (Saturn)
- ☐ Doom (PlayStation)
- ☐ Kileak (PlayStation)
- ☐ PO'ed (3DO)
- ☐ Killing Time (3DO)
- ☐ Wolfenstein 3D (3DO)
- ☐ Virtua Cop (Saturn)

Best Next-Gen Racing Game

- ☐ Sega Rally (Saturn)
- ☐ The Need for Speed (3DO)
- ☐ Destruction Derby (PlayStation)
- ☐ Daytona USA (Saturn)
- ☐ Ridge Racer (PlayStation)
- ☐ Virtua Racing (Saturn)
- ☐ Wipeout (PlayStation)

Best Next-Gen Sports Game

- ☐ NFL GameDay (PlayStation)
- ☐ FIFA '96 (PlayStation)
- ☐ World Series Baseball (Saturn)
- ☐ ESPN Extreme Games (PlayStation)
- ☐ NHL Faceoff (PlayStation)

Best Next-Gen System

- ☐ Saturn
- ☐ PlayStation
- ☐ Jaguar
- ☐ Neo-Geo CD
- ☐ 3DO

**SPECIAL
SERIES**

THE GAMEMAKERS:

The Designer

Road Rash designer Randy Breen steps into the spotlight in our ongoing series about the people who make games.

By The Feature Creature and The King Fisher

The designer usually comes up with a game's original concept. They imagine its look, define its gameplay, and shape its attitude. Randy Breen made all those contributions to Road Rash, Electronic Arts' popular series of motorcycle-racing games. We asked Randy to describe his job and give advice to anyone interested in becoming a game designer.

The Background

"What I do now at Electronic Arts is pretty consistent with what I was interested in when I was in high school. I was in



Artist's Résumé

Name	Randy Breen
Company	Electronic Arts
Current job title	Executive Producer
Previous games	Pegasus, Strike Fleet, Relentless, the Road Rash series
Last game	Fade to Black (PC)
Next game	ShredFest (PlayStation, 3DO, Saturn)
Education	Naval Technical School, specializing in cryptography and computer systems; University of Hawaii
Age	34
Mailing address	Randy Breen c/o Electronic Arts 1450 Fashion Island Blvd. San Mateo, CA 94404
Online address	Rbreen@ea.com



Game designer Randy Breen: "Being a great gamer isn't as important as understanding the philosophy behind the game."

my high school's electronics program for three years. I was also in the art program, and I thought seriously about going to an art college out of high school. But I didn't think I'd ever make a reasonable living in art, and I didn't know any successful artists. I didn't have good enough grades to become a successful electrical engineer, either, so out of frustration I joined the Navy.

"I'd been playing video games since the late '70s. While I was in the Navy I bought my first computer, both to play games and because I loved the technology. I got a lot of technical computer training in the Navy, and when I got out in 1986, I met Rich Hilleman, EA's tech support manager, who happened to be looking for new

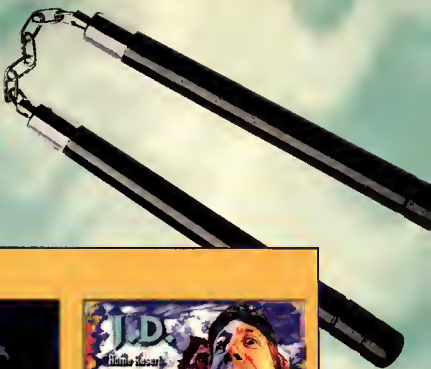




Breen's most popular game, *Road Rash* (shown here on the Sega CD), brought a whole new attitude to racing games.



Breen's credit for *Road Rash II* for the Genesis. Inspiration for the *Road Rash* attitude came from film footage of Grand Prix motorcyclists.



employees. He liked my computer background, so he hired me. Within a year I became an assistant producer, finishing EA's Formula One Ferrari game.

"Road Rash was born when EA began to do in-house development in a serious way. Until 1989 EA relied on outside developers for games, but after that we wanted to do our own games. Our first discussions were for a driving game for the Genesis."

Road Rashin'

"Initially all we knew was that we wanted Road Rash to be more of an entertaining game than a pure driving simulation. I'd been into motorcycles for a long time, and we quickly realized bikes gave us lots of technical advantages. For instance, we could put more bikes than cars onscreen at once, and the bikers were more visible than car drivers, so they could be more expressive.

"When I watched footage of Grand Prix motorcyclists, I noticed they were riding really close together, and when they'd get mad they'd shove and kick each other a bit. That blossomed into the trademark punching and kicking moves in Road Rash.

"My newest game, ShredFest, uses the same kind of presentation: It has Road Rash's music-video format and the same kind of quirky illustrations. It has both an arcade mode and a long-playing

Shredfest



Breen's next big racing project, Shredfest, puts you face-first into the world of snowboard racing. Instead of shifting gears on a motorcycle, you'll shift your bodyweight on the board for better control. Breen says this game will have Road Rash's music-video format and racing action similar to Skate or Die. Shredfest is due in September.

mode where you stay with one character and try to earn new snowboards. The racing is similar to Skate or Die in some respects, with evaluations for the tricks you pull off. The backgrounds are based on real locations in North America."

The Job

"Ultimately, game design is a series of compromises be-

cause there are so many facets of a game. I'll come up with the main concept for a game, but I always have to balance all the design elements to make the game work right. For instance, I have to make sure the scoring is fair, and the game's characters all behave the way I want, while

making sure that the difficulty ramps up gradually.

"I generate some artwork early on to help others understand what the game should be like. From there, the programmer focuses on the technology and the lead artist creates most of the graphic design. As the team leader, I maintain the big picture of how the technology will work together with the art. I try to keep everyone pointed in the same direction. While development is in progress, I play the game constantly and give everyone ideas about what the game should be like.

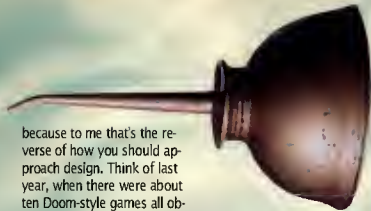
"One thing I don't do is play every other game on the market. I don't want to analyze all the other products



Road Rash II on the Genesis was given a 5.0 FunFactor by GamePro (ProReview, January 1993).

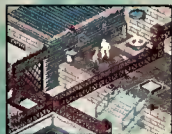


According to the reviewer, "If you're looking for a game that truly gets your heart pumpin'... Road Rash II is your ticket to ride!"



because to me that's the reverse of how you should approach design. Think of last year, when there were about ten Doom-style games all obviously following somebody else's lead. When I come up with a concept I try to think of where everybody else isn't, not where everybody else is.

"The beginning of a project is much different from the end. Early on, the hours are reasonable, but once the marketing wheels start turning



Relentless for the PC was an Alone in the Dark-style adventure game with smooth-moving, detailed graphics.

and you're committed to deadlines, the hours get crazy. Everything takes more time than you expect, so everybody works long hours to get the game out on time."

The Advice

"It's extremely important to have a broad background. Aspiring designers should definitely have an art and a technical background. Few schools are set up to teach both, but I know that some universities have courses that combine technical computer training with art classes.

"It's not necessary to get your degree from a four-year university. It's more important



Breen's latest game is Fade to Black, the PC sequel to Delphine's Flashback, a hit game from a few years back.



In Fade to Black, Conrad awakens from a 50-year cryogenic sleep to rescue the human race from aliens.

Rashin' the 3DO Road

Road Rash for the 3DO was hailed as one of that system's best games ever. It featured the most realistic footage yet in the Road Rash series.

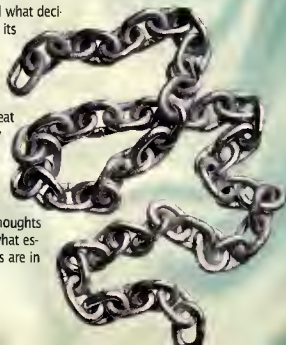


to grow – whether that means traveling or joining the military or going to college. It depends on the individual. Getting away from home is a way of coming to terms with what you want to do as a person, and it broadens your perspective on life. Get away from the environment you grew up in, just to experience something else and to learn to be responsible for yourself.

"Being a great gamer isn't as important as understanding the philosophy behind the game – why it was made the way it was, and what decisions went into its creation. Some guys at EA know every single product and they can beat everything they play, but at the same time they'll have a hard time describing their thoughts or explaining what essential elements are in that product.

"That's why communication is probably the most important skill you can have. These products are made by large groups of people, and if you can communicate to all of them – to the artist, to the programmer, to the marketing specialist – then you can be a successful designer.

"Finally, if you want to work in the video game industry, it's important to have a passion for games. If you don't, you won't last long, because the job is simply too hard." □



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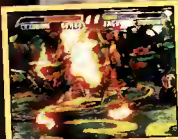
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HOT AT THE ARCADES

EXCLUSIVE
PREVIEW!

KILLER INSTINCT 2



Jago unleashes his new deadly uppercut combo.



The new women warriors of KI 2, Maya and Kim Wu



Spinal's tapped by Jago's fearsome flaming uppercut.



KI 2 will let the fighters do more air juggles.

By Atomic Dawg

It's time for all good arcade fighting fans to recharge their instincts—Killer Instinct, that is. KI 2 by Midway, Rare, and Nintendo should soon be making its debut at an arcade near you. Here's a look at an early KI 2 test unit that revealed some cool changes to Killer.

KILLER INSTINCT CREW

Killer Instinct 2 shows much more Ultra 64 flair than the original KI did when that game appeared back in January '95, which isn't surprising because many more U64 programming tools have become available. Midway, however, isn't ready to reveal how much Ultra technology is in the arcade units, even though the U64's American debut in April is just around the corner.

The game features ten KI killers, seven returning combatants and three newcomers. The surviving vets are Orchid, Jago, T.J. Combo, Spinal, Fulgore, Glacius, and Sabrewulf. The new fighters are Maya, Tusk, and Kim Wu. Fans of Riptor, Cinder, and Chief Tomahawk will have to take up their protests with Midway (and develop their skills with other KI fighters).

The familiar KI crew brings many of its original moves to the new game, with a few twists. Orchid sports

wicked new weapons—tonfa sticks. Unfortunately, she lost her tiger morph, which was effective for countering projectiles. Jago has a new fireball that blasts opponents forward when it connects, possibly so he can start combos. Fulgore now has the ability to turn invisible, making him more of a Predator clone than ever. T.J. continues to toss mean punches and powerful combos, but his new special ground-shaker stuns victims to set them up for a combo.

Glacius bulked up during the off-season, and also developed a ground teleport where he turns into menacing globules on the go. Sabrewulf remains just as ferocious as he was before, with frighteningly fast claw hands.

Eyedol, the fearsome two-headed end boss in the first KI, has stepped down, and a mammoth Gargoyle named Gargos is beginning a new reign of terror. Gargos regains his energy if he's been damaged and he shoots a stream of fire similar to Cinder's inferno move. He can also fly around the screen, which makes him difficult to attack.

The rookies will hold their own. Maya is a swift jungle fighter who uses double hunting knives to chop 'til opponents drop. Tusk is a sword-wielding barbarian with mean muscle moves. Kim Wu, a

martial arts expert, brandishes nunchakus and tosses fast fireballs that fly erratically at opponents, making them tough to avoid.

BACKGROUND ON BACKGROUNDS

If you have an eye for backgrounds, you'll find KI 2's graphics similar but slightly different from KI's. For instance, Glacius's location is where his spaceship crashed. Fulgore's inside a robot factory, Spinal's aboard a pirate ship, and T.J. holds his ground amid a ruinous urban setting.

The new Killers' backgrounds are likewise honed to their fighting skills. Kim Wu wields ninja magic across a rooftop. Maya battles on a bridge in a jungle near a pyramid. Tusk tussles with opponents amid Stonehenge-like rock formations.

USING YOUR INSTINCT

It was also clear in the test version that the gameplay received several refinements sure to please full-time KI freaks. Combo breakers can still pull you out of a multihit jam, but to pull one off in KI 2, you must finish your character's combo-breaker button combination by hitting the button of the combo your opponent is attempting to pull!

Additionally, Rare and Midway answered everyone's



prayers by adding throws. Now you can grab a waiting foe and hurl them or use a throw in a combo. Be careful with this tactic, though – it appears there may be counterthrows in the game, too.

Fans of the auto-link combo system will be happy to know that it's intact – and even improved. You can now link more buttons, giving you hundreds of combos per character.

The final new gameplay gem is the Power Up Bar. Similar to Street Fighter Alpha's bar, this new feature rewards the more aggressive player, regardless of the level of their energy bar. When a player's Power Up Bar reaches a certain level, they are able to use special moves. The Power Up Bar moves can even be chained in combos.

KI 2's backgrounds can also be lethal. There's plenty of breakable stuff in the backgrounds, and some of it, such as toxic waste barrels, will damage you.

Of course, all the snazzy gameplay elements that pump juice into Killer appear to be here. For example, you still get Ultra Combos, Humiliations, Release Moves, and Air Juggles.

HILL OR BE HILLED

Killer Instinct wowed 'em at the arcades when it first appeared, and Killer Instinct 2 seems poised to make another killing. Nintendo, Midway, and Rare have done their homework to improve this first Ultra 64 fighter. No doubt they hope their Instincts are correct. **G**

Screens courtesy of
Nintendo Power



Tusk's sword attack makes him a feared and lethal adversary.



Pressuring Jago in the corner, Kim Wu forces him to counter her downward aerial attack.



New fighter Kim Wu struts her new moves as she demonstrates her air projectile to Jago.



On his rocky home turf, Tusk shows Orchid no mercy.



The old style of fireball warfare continues as both Jagos launch flaming attacks.

Short ProShots



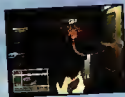
Alien Trilogy

PlayStation

Saturn

PC CD

By Air Hendrix



Alien Trilogy's bringing savage Doom-style alien-splattering action to the 32-bit systems.

Graphics & Sound



At this point, the graphics won't blow you away. But Trilogy opens with killer full-motion video sequences, and the levels so far are peppered with enough creepy aliens and true-to-the-movie background details to make your skin crawl. In close, however, problems with pixelization and choppy crop up, which hopefully Acclaim will tune up for the final version.

On the sound side, realistic footfalls and explosions build moderate tension. More sounds from the movie, like the eerie click of the Marines' tracking devices, would jack up the intensity.

Gameplay



Based on the popular movie series, Alien Trilogy sends you out to rescue a space colony whose communications have been severed. Of course, those pesky aliens are at it again. As Ripley, you're out to wipe them out in this one-player game.

In the prerelease version we saw, not all of the 18 levels were up and running, but you'll wander through halls and air ducts for battles with face huggers, chest bursters, company soldiers, and so on. Trilogy looks like it could be another hot Doom-style shooter (PlayStation pictures shown).

Control



Much like Doom, this unfinished version of Trilogy sports a cool lineup of deadly weapons, and you can even set their range and power. Shooting and steering from the first-person perspective handle without a hitch.

Developed by Probe
Published by Acclaim and
Fox Interactive
Available April

90% COMPLETE

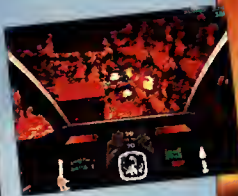




Descent

PlayStation

By Major Mike



Riveting 360-degree shooter action and mighty big guns tell the tale of Descent, Interplay's port of its popular PC game.

Gameplay



As Williams did with Doom, Interplay is crafting another awesome PC conversion, this time with the popular title Descent.

Perhaps taking a page out of the Doom book, Descent is a first-person shooter with a twist — literally: In Descent you aren't confined to 180-degree movement, but can turn and travel a full 360! This mobility lets you go anywhere in the game's giant stages. Descent puts you in the cockpit of a spaceship to wade through several mazelike levels against a plethora of enemy ships.

This early version had roughly four completed levels, but what's there is very impressive. Descent could kick off the 1996 PlayStation lineup with a blast!

Control

The most pressing question is control. Interplay has cleverly configured the controller so that only a few practice sessions are required to fully learn your way around. The directional pad steers the ship, while the four action buttons move you in the four directions. The top L and R triggers control the weapons and the barrel roll. Control does take practice, but it can be mastered in a short time.



Graphics & Sound



The graphics shine at this stage of the game's development. Although it's pixel city when you get close to objects, the movement is fluid and hardly slows down. Some enemies are difficult to discern at a distance, but this is a game of shoot first and second, and maybe ask questions later. As you shoot, laser blasts illuminate dark hallways that they travel, for awesome visual effect.

The tunes jam. Rock and jazzy pieces spice up the action without detracting from it. The sound effects also do the game justice with laser blasts and various explosions.



Developed by Parallax Software
Published by Interplay
Available February

30% COMPLETE



Die Hard Trilogy

PlayStation

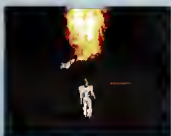
Saturn

PC CD



With good audio and visual effects, and smoothly scrolling 3D polygonal environments, *Die Hard Trilogy* looks like a winner even in its early stages.

As renegade cop John McLean, you'll tackle three completely different games in this disc, each loosely based on one of the three *Die Hard* films. In the first game, you play from an overhead view, running around Nakatomi plaza shooting terrorists and freeing hostages. In the second game, based on *Die Harder*, you take on the bad guys at the airport in a segment similar to *Virtua Cop*. And finally, in the third game, based on *Die Hard With a Vengeance*, you choose from more than 17 vehicles to drive through Manhattan as you race to defuse bombs.



Developed by Probe
Published by Fox Interactive
Available May

50% COMPLETE

Clockwork Knight 2

Saturn



This one-player action/adventure game brings something

old and something new to the toy box.

The "old" is the game-play, which resembles the original game's, though you'll be able to interact with and travel between the foreground and background. Did, too, are the sounds and the kidnapped-princess plot, though you can play as either the toy-soldier hero, Pepper, or his enemy, Ginger.

The "new" is the game's look. CK 2's four new rooms and enemies explode with brilliant colors and details. Racing on a donkey, being shot from a cannon, and solving puzzles add strategy.



Developed by Sega of Japan
Published by Sega
Available February

70% COMPLETE



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MILLIONS OF MEN AT WAR.
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Over 50 different Battles!
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PC GAMEPRO

Descent 2

PC CD

If you didn't get enough of Descent's dizzying outer-space joyride, prepare to strap in for round two. Armed with a fresh story line and 30 intense new levels on 5 planets, Descent 2 sets the interstellar stage for first-person shooter fun.

From a cockpit view, you'll spin on a dime with 360-degree mobility as you fend off multidirectional attacks. Thirty new robotic menaces heat up the battle with an improved A.I., but your ship answers the challenge with a payload that includes a Super Vulcan Cannon.

You'll jet over 3D landscapes above and below ground. Full-motion-video cinematics and interactive headlights will augment the gameplay. The sounds should also pop with rocking tunes from groups like Skinny Puppy. Im-

provements to the cooperative multiplayer option include weapon-swapping.

PC pilots that are hot to strap into Descent's cockpit again should welcome this sequel, which looks like it will live up to its lineage.

By Interplay
Available March

Descent: Levels of The World

Trying to eke out more play from Descent? Before you retire the flightstick, take Descent: Levels of the World for a test flight.

This add-on CD beefs up the original game with more than 100 tough new levels. The catch is that Parallax Software, Descent's creators, contributed only one new level. The others were designed by players whose submissions won a worldwide contest held by Interplay. Levels include The Catacombs (designed by Chris Kotchey) and Alien Stronghold (by Bill Sechrist).

Available now, Descent: Levels of the World is priced at \$29.95 for PC CD. You also need the original Descent game.



The Catacombs, designed by Descent player Chris Kotchey

Coming to PC

A lot of familiar video games are popping up on the PC. This partial list covers those that are in stores now. As more games move over to the PC, we'll keep you posted.

Alien Virus by Vic Tokai
Batman Forever by Acclaim
Cernix Zone by Sega
Cerpse Killer: The Graveyard Edition
by Digital Pictures
Destruction Derby by Sony
Double Switch by Digital Pictures
Earthworm Jim by Playmates
Interactive Entertainment
Ecco the Dolphin by Sega
ESPN Extreme Games by Sony
ESPN Hockey Night by Sony

EreSquad by Sound Source Interactive
FIFA '96 by EA Sports
Hyper 3D Pinball by Virgin
Icebreaker by Magnet Interactive
Lemmings 3D by Sony
Night Trap by Digital Pictures
Pitfall: The Mayan Adventure by Activision
PGA Tour '96 by EA Sports
Primal Rage by Time Warner Interactive
Prize Fighter: The Heavyweight Edition
by Digital Pictures
P.T.D. II by Koel

Quarterback Attack by Digital Pictures
RBI Baseball '96 by Time Warner Interactive
Return Fire by Time Warner Interactive
Revolution X by Acclaim
Supreme Warrior by Digital Pictures
T-MEK by Time Warner Interactive
Temcat Alley by Sega
Unnecessary Roughness '96 by Sport Accolade
VR Soccer '96 by VR Sports
Wayne Gretzky and the NHLPA All-Stars by Time Warner Interactive
Wipeout by Sony

The Terminator: Future Shock

PC CD

Based on the films, this Terminator opens after a devastating nuclear war between sentient computers and humans.

Equipped with a huge lineup of weapons and vehicles, you help John Connor battle the marauding robots on foot, in the air, and behind the wheel. The 3D texture-mapped graphics depict ruined buildings and Terminator outposts.

By Bethesda Softworks
Available Now



Chronomaster

PC CD

In a distant future, science has made anything possible—so of course somebody went out and froze time. Chronomaster's nonlinear gameplay challenges you to end this crisis through graphic adventure-style scenario solving. Gorgeous rendered 3D graphics, a story line by sci-fi author Roger Zelazny, and voices by Brent Spiner (*Star Trek: The Next Generation*)

and Lolita Davidovitch (*Intersection*) round out this impressive game.

By Capstone
Available Now



Screamer

PC CD

Screamer peels out on the PC with speedy arcade-style racing. Choose from six sweet cars, including Porsches, Ferraris, and Lamborghinis, and bump fenders with nine other drivers on six tracks. Snazzy SVGA graphics and thrash-metal tunes maintain the high-octane pace.

By Virgin Interactive
Entertainment
Available Now



Total Distortion

PC CD

This rock-and-roll adventure drops you into the quirky Distortion Dimension, where guitars are weapons and music is everything. To earn the cash for a ride back to Earth, you must assemble and sell videos of Dimension's top stars. The

video-mixing gameplay also involves puzzle solving and shooting, accompanied by everything musically from pop to grunge.

By Electronic Arts
Available Now



Rise 2: Resurrection

PC CD

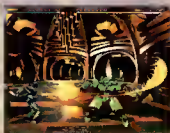
PlayStation

Saturn

This sequel to the critically panned Rise of the Robots is back for another dose of robot bashing. Mirage, the developer, promises to completely rework the poor gameplay of the first game, and the sharp 3D graphics look improved as well. The features list has also grown: 18 fighters each have more

than 20 combined moves and fatalities.

By Acclaim
Available February



Editor's Note: Turn to "The Mail" for corrections to the January "PC GamePro."

PRO REVIEW

PlayStation

STREET FIGHTER ALPHA



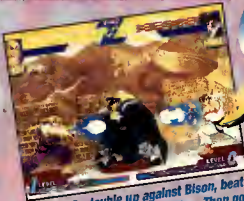
By Bruised Lee

The sixth revision of the original Street Fighter II, Street Fighter Alpha delivers enhanced characters, moves, and combos. Fortunately, many key ingredients that made Street Fighter the best 2D fighting game – game-play, control, and strategy – remain unchanged.

Round One, Fight...

Ken, Ryu, Chun-Li, Birdie, Adon, and Sagat return from the original Street Fighter. They're joined by newcomers Guy, Sodom, Charlie, and Rose. Each character has special and super moves that can be linked together for huge multi-hit combos. (For a list of moves and combos, see "The Fighter's Edge" in this issue and in the February *GamePro*.)

New tactics like Alpha Counters (which let you counter-attack incoming moves) and in-the-air blocks are some of the best new features. Also added for the PlayStation version is a training mode similar to Killer Instinct's for the SNES, where



PROTIP: To double up against Bison, beat the game on level five or higher. Then go back into the Options menu to select the tag-team fight.



PROTIP: Use the training mode to practice linking moves and two-in-one combos.



PROTIP: Use Alpha Counters to fend off enemies that jump in.

you can practice or discover new combos.

Round Two, Fight...

Graphically, the direct port of the hand-drawn character animations are truly amazing. Both the backgrounds and characters explode in brilliant colors you would expect to see only in the arcades. SFA is easily the best argument that the PlayStation is not just a polygon-based system.

While the music has been re-orchestrated and sounds



That's right... Bison, Akuma, and Dan made it to Alpha's lineup.



PROTIP: After being knocked down, confuse your opponent with a ground roll. Time it right and you can counterattack.

good, arcade fans may not find it appealing. There is, however, a setting in the options to change it to the original soundtrack.

Flawless controls are what you expect...and that's what you get. All the moves and combos (competitors take note) are intact, along with linking moves and two-in-ones. It may take time to get used to the PlayStation's controller, but everything's here once you've mastered that. You can even dedicate a button for each of the punches and kicks, a feature that was added espe-



PROTIP: To score an extra hit against an opponent, start a combo with a cross-up attack.



PROTIP: Guy's Bushido Leap can counter any mid-range fireball.

cially to help you pull off Level Three Super Combos.

Supreme Victory

Capcom proves true the adage that "the only constant is change." With new characters, features, and real combos, Street Fighter Alpha adds life to the endangered species of 2D fighters. **A**

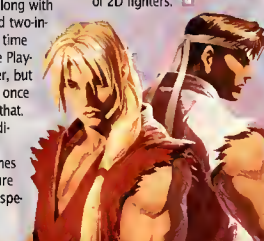
PlayStation Game Profile
Street Fighter Alpha
(By Capcom)

T Capcom pulls no punches with *Street Fighter Alpha* for the PlayStation. This perfect arcade-to-PlayStation translation gives you the ultimate fighting game.

Graphics	Sound	Control	Realistic	Challenge
S.G.	C.L.	S.G.	S.G.	ADJ.

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Fighting
2 players
Side view



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PROREVIEW

PlayStation



PRIMAL RAGE



By Scary Larry

Those prehistoric pugilists that graced the arcades over a year ago are now battling on the PlayStation for domination of Urth. And although this version is the best yet, it doesn't add anything new to the fighting genre.

Prehysteria

In this best-of-three fighting game, you still get eight dino-warriors, each with a unique brand of combat. Vertigo, a hybrid cobra-saur, uses hypnotism and spits acid, while the more traditional warrior Sauron, a T. rex, uses his jaws

and some throws to get the job done. You can link some moves for very small combos, and in addition to standard and special moves, there are also fatalities. To date, we've heard that Chaos's Golden Shower fatality is intact.

Controlling the 'saurs will take some configuring. The standard setup works well with the unique design of the PSX controller, and even gamers new to Rage will love the easy controls.

Dino Might

The graphics blow away all other versions to date, and even make the arcade version seem tame. All the background details are here, including edible worshippers and gorgeous primeval sunsets. The great rendered movie added to the beginning of the game is a joy to watch, but doesn't add anything to the gameplay.

The sounds come across loud and clear. Plenty of roars, growls, and Flintstones funk, but nothing revolutionary for video game audiophiles.

But even with stunning graphics and great sound,

Primal lacks the originality that captured gamers a year ago. It's not very deep (like VF 2) and not as fast and fun as other games (MK 3) that have debuted since.

Basic Extinct

The real beneficiaries of this title will be PlayStation owners who have never played Primal before (but always wanted to). It's not a bad game for dinosaur lovers and fighting fans looking for a different kind of fighter. Primal roars...gently. **A-**

Primal Scream



PROTIP: Hold High Quick, Low Quick, then tap \downarrow , \uparrow

Iron Maiden



PROTIP: Hold High Fierce, Low Quick, then tap \leftarrow , \uparrow , \rightarrow

Voodoo Spell



PROTIP: Hold High Fierce, Low Quick, and tap \leftarrow , \leftarrow

Punching Bag



PROTIP: When in close, hold High Quick and Low Fierce, then tap \rightarrow , \downarrow , \downarrow , \leftarrow , \uparrow

Hot Foot



PROTIP: Hold High Fierce and Low Fierce, then tap \rightarrow , \downarrow

Brain Basher



PROTIP: Hold High Fierce and Low Quick, then tap \leftarrow , \uparrow , \rightarrow

Fart of Fury



PROTIP: Hold High Fierce and Low Quick, then tap \downarrow , \downarrow , \rightarrow , \uparrow , \uparrow , \leftarrow

PlayStation Super Prize

Primal Rage

(By Time Warner Interactive)



Primal Rage for the PlayStation is the no-holds-barred winner of the Rage series, but its roar fades when compared to VF 2 and other new fighters.

Graphics	Sound	Control	Fun/Factor	Challenge
4.5	4.5	4.5	4.5	4.5

ADJ.

Price not available
Available now
Fighting

2 players
Side view
Mutilscrolling

THUNDER STRIKE

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360 DEGREES
OF FURIOUS CARNAGE.**



Unleash a non-stop blitzkrieg with a vast array of weaponry. Configure your own mix of sophisticated armaments including missiles, cluster bombs, rocket pods, and chain guns.



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War-torn terrain and 3D graphics are ultra-realistic. Look out for enemy vehicles, ships, and aircraft — then vaporize them with bone-shaking explosions!

Available on:

US GOLD

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HAVE A NICE MISSION.



By Tommy Glide

Part shooter, and part puzzler, *Cyberia* is all adventure. Although this PC port looks super cool, it lacks replayability.

Cold Climate, Cool Hand

You assume the role of Zack, a futuristic tough guy whose mission is to infiltrate a base



PROTIP: The Ice Canyon is tough, so memorize the attack sequence and pre-position your gun.

known as Cyberia. The multi-genre gameplay includes cockpit shooting similar to *Starblade*, pistol dueling while

CYBERIA

exploring on foot, and puzzle solving in the spirit of *Myst*.

The intense environment of ten leads to instant death, but unlimited continues help you



PROTIP: To go straight to the flight levels, deny *Gia* the smoothie. If you want a tough shootout first, though, plant one on her.

Cyberia by Interspace

Graphics	Sound	Controls	Fun factor	Challenge
4.5	4.0	3.0	4.0	4.0
ADJ.				
Price not available				
CD				
Available now				
Action/adventure				
1 player				
AD+ levels				
Multiple views				
Multiscrolling				
Save feature				
ESRB rating: Teen				



PlayStation



By Air Hendrix

Krazy Ivan stitches together a few tired formulas to create blazing mech action. You won't devote your life to this CD, but it does serve up some involving combat.

KRAZY IVAN

Speedy Ivan

An alien armada is slowly conquering the world by enveloping key regions in impenetrable force fields. When a lucky breakthrough allows you to sneak in your 40-foot mechsuit, you rush off to rescue hostages, rout the alien mechs, and neutralize the force fields.

Bristling with fierce guns, lasers, and missiles, you rocket through each region. The somewhat repetitive



PROTIP: Fight the small aliens only until you fully replenish your stores. Move on to the bosses before you take too much damage.



PROTIP: Continually circle behind *Dedlock* and shoot him in the back.

gameplay requires little strategy, but you'll need fast reflexes to stay on top of the demanding shooting. The tight controls serve you well, though the ability to jump would've been nice.

Smooth as Vodka

Sleek graphics portray impressive 3D landscapes, but greater detail and less slowdown in the frosty tundras and dusty sand

dunes would've made for a true graphical feast. Even so, remarkable detail in the colorful, outlandish enemies really captures your attention.

On the sound side, the music plods through ominous Russian themes that you'll quickly tune out. Similarly, the decent effects do their duty without creating the kind of tension that gets your blood racing.

Krazy Ivan has some problems, but it stands tall above its Saturn counterpart, *Chen War*. Only the most finicky gamers won't eventually enjoy Krazy Ivan's absorbing gameplay.



PROTIP: Against *Sentinel*, be prepared to take on a crowd.

Krazy Ivan by Sony Interactive

Graphics	Sound	Controls	Fun factor	Challenge
3.5	2.0	4.0	3.5	4.0
ADJ.				
Price not available				
CD				
Available now				
Mech shooter				
1 player				
S levels				
In-the-cockpit view				
ESRB rating: Kids to Adults				

Save The Soul of Rock and Roll!



JOHNNY bazookatone

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Richie Sambora and Tico Torres
from Bon Jovi!

You're the hottest thing in Rock'n Roll, and somebody just stole your favorite guitar.

It was the devilish Mr. Diablo - resident hard-case in Hades, and he's not about to give it up. He wants to play hard-ball! That's just fine with you. Grab your heavy metal gear and amp-up to raze the dead with the meanest, coolest tunes ever composed for a video game! Let the hordes of the Abyss know that they took on the wrong Rock 'n Roller!

check out Johnny's website! <http://www.anime.net/~johnmyb>

US GOLD

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Available on:





By Scary Larry

Want intense air action that makes Blackfire for the Saturn look like a paper airplane contest? Check out Thunderstrike 2, the sequel to last year's AH3 Thunderstrike and the best heli-shooter since Warhawk.

Heli in a Hand Basket

After equipping your special-forces chopper with penguin



PlayStation

around to set up another shot. This makes you vulnerable from behind.

Chop 'til You Drop

The superb graphics suffer from only minor breakup in the mountainous levels. Every

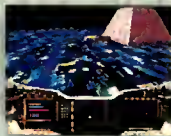


By Tommy Gilde

it's no shock to anyone who played the 3DO versions that Shockwave Assault is one very cool shooter for the PlayStation.

Shock the Casbah

In the first game of this two-disc, two-game portover, aliens have invaded, and it's your mission (as flyboy Wild-Card) to drive them off the Earth. From a cockpit view, you begin in Egypt, and then it's on to nine more increas-



PROTIP: In the run through Las Vegas, you must leave these tall structures standing, but destroy the four smaller power cells around the bases.

tweaked. Some new dialogue was added, and a few of the harsher effects were softened.

Born to be WildCard

The intuitive controls and fairly maneuverable ship make Shockwave easy to pick up and play. Some strategy el-

THUNDERSTRIKE 2

pockets, runway explosives, cluster bombs, and a variety of other weapons, you fly eight international missions that confront piracy in the South China Seas, oil trouble in the Middle East, and more.

The action is intense—your thumb'll be busier than a one-legged man in an ass-kicking contest as you shoot down enemies and strafe ground targets. The game lags only in the control department. The chopper turns like a fat ballet dancer—graceful but slow. You often miss targets, and then have to loop all the way



PROTIP: Watch for the damaging low-lying mountains in Central America. Stay high and wait for ground fire before moving in.



PROTIP: Choose weapons to fit the mission—firestorm bombs for the jungle, cluster bombs for the open sea.



PROTIP: You can complete the South China Seas level by wiping out only the ground targets.

Thunderstrike 2 by US Gold				
Graphics	Sound	Control	Features	Challenge
4.5	4.5	3.5	4.0	ADJ.
\$59.99 CD Available now Chopper sim 1 player				
8 missions 25 levels Multiple views ESRB rating: Kids to Adults				

explosion is vividly depicted, and there's great detail, such as civilians fleeing for cover when a vehicle is destroyed. You also get multiple views from the chopper.

The topnotch sounds include rocking music and plenty of voice from command control. Explosions sound even better than they look!

Hoping for an intense chopper stopper? If you loved Warhawk, Thunderstrike 2 is a must-play.

SHOCKWAVE ASSAULT



PROTIP: When you come across the alien base in Egypt, fire two rockets from a distance, then loop back and repeat the attack. About eight rockets will destroy it.

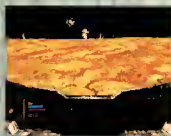
ingly difficult missions over areas like Peru and Los Angeles. In the second game, you pursue much tougher aliens through the solar system, wiping out bases on Mars and other planets.

Shockwave's graphics were improved for the PlayStation. The game now takes place entirely at night, and you get a new gunsight, along with a new laser animation. The overall image quality is very clean, and the full-motion video sparkles.

The sound, which was good on the 3DO, was lightly

ements, however, may cause you to repeat a level over and over, which gets tiresome.

With its many intense missions, this game won't grow old any time soon. Shockwave Assault is sure to put a cramp in any futuristic flyboy's trigger finger.



PROTIP: In the Jumpgate missions on Mars, a force field stalls your rendezvous with the refueling drone. Shoot the towers to make headway.

Shockwave Assault by Electronic Arts				
Graphics	Sound	Control	Features	Challenge
4.0	4.0	4.0	4.5	INT.
\$59.95 2 CDs Available now Shooter 1 player 15 stages				
First-person view Multiscrolling Save feature ESRB rating: Kids to Adults				

They say the last thing you see before you die
is a blinding flash of light.

But Hey, You're A Mercenary. You're Used To This Stuff.

You've joined Da Wardenz. Big-time, highly trained armed forces specialists saving the world from injustice, corruption and global terrorism with the help of one very bad boy: a fully armored, sophisticated M-13 Predator Battletank. Sure, war is hell. But at least your kickin' to the awesome hip-hop soundtrack of San Francisco 49er football star and rapper William "Bar None" Floyd.

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2 player head-to-head play or multiplayer network in the PC version—up to 8 players wage war.

Available on:

US GOLD



CORE
TUDOS

PROVIEW

Saturn

X-MEN



PROTIP: When Cyclops's Mutant Bar is full, tap **Toward** and **Fierce Punch** for a deadly **Laser Snipe**.



By Scary Larry

The arcade-to-home translation of X-Men is as smooth and hard-hitting as the arcade original. Finally, Saturn owners have another reason to rejoice!

X, Thugs, and Rock & Roll

Even if you never touched X-Men in the arcades, you'll love its great graphics and fast gameplay. You have a choice



PROTIP: When Silver Samurai's Mutant Bar is full, do a reverse fireball and press **Kick** to make a mirror image appear.

Saturn Game Profile X-Men: Children of the Atom (By Accolade)

NOT
RATED

Straight out of the comics and into your Saturn comes the best superhero brawl of all time. X-Men converted perfectly from the arcade to the Saturn!



Price not available
CD
Available now
Fighting

2 players
Side view
Multiscrolling



PROTIP: As Spiral, tap **Toward** and **Fierce Punch** to hit an opponent into the air, then tap **Fierce Punch** again to score hits as he comes down.



PROTIP: As Colossus, launch a fireball and tap **Fierce**. Keep tapping **Fierce** for extra hits.

of ten fighters, including Storm, Cyclops, Iceman, and of course Wolverine. If you prefer the dark side, you can play as X-Men villains Sentinel and Omega Red. Each fighter has signature moves, like Iceman's Ice Beam or Cyclops's Gene Splice. These special moves can be linked with regular moves, for devastating



PROTIP: As Wolverine, press **Toward** and tap **Medium Punch** to grab an opponent and deliver some adamantium hell.



PROTIP: To do Sentinel's Buzzcut move, jump up, then press **Down** and tap **Fierce Kick**.



PROTIP: A troupe fireball and **Fierce Punch** will get you Psylocke's rolling throw.

multihit combos.

Performing the special moves doesn't involve lots of finger gymnastics the way games like Killer Instinct for the SNES did. Most X-Men moves are fireball, reverse fireball, and dragon punch motions, and the game adopts the familiar six-button fighting configuration (weak, medium, and strong punches



PROTIP: Omega Red can hit an approaching opponent with underground cables by holding **Down** and tapping **Fierce Kick**.

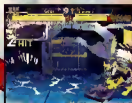


PROTIP: Press **Toward** and **Medium Punch** to freeze Iceman's opponent. This works well when your Mutant Bar is full and you can deliver your special move for a power KO.

and kicks), so you'll be fighting like a pro after five minutes. Gamers who like their fighting games with a little more depth, however, may find the controls too easy.

The X Files

The graphics are x-traordinary. Great comic-book details make all the fighters' moves come alive, and there's very little slowdown to dull the action. Minute background details like the Danger Room's underwater life are realized in



PROTIP: Victory is short and sweet for Storm when you corner opponents just keep shooting tornadoes and uppercutting.

vivid color for great atmospheric effect.

X-emplary sounds feature crystal-clear smacks, punches, and groans. Even the rockin' music integrates lots of laser shots and explosions.

The Joy of X

What's not to love? Colorful, fast, and fun, X-Men is a blast and a half. If you own a Saturn and have already mastered Virtua Fighter 2, then check out what's happening in the mutant world of the X-Men. Who says we don't need another (super)hero? **C**



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THE SOURCE



BEHIND THE FORCE.



By Air Hendrix

Serious shootin' has streaked onto the Saturn! Despite its skittish controls, Thunderstrike 2 grabs your attention with scorching helicopter combat.

Parachute Required

Thunderstrike pits you against tough multilevel missions that are soundly grounded in current political crises, such as protecting Serbian peacekeeping forces. That and the au-



thentic military hardware lend intriguing realism to the action.

And that action will keep you frantically busy—and thoroughly entertained. You face everything from tanks to rocket batteries to menacing choppers as you tackle each mission's objectives.

The tricky controls don't help. The laborious switching between guns, cluster bombs, and so on can strand you with the wrong weapon, and maintaining altitude and a steady course takes loads of practice. But although that practice may sprain your fingers, the arresting gameplay is worth it.

Locked On

The impressive graphics show case well-detailed enemy vehicles in lifelike 3D environments. Unfortunately, the scenery's



Saturn



PRO TIP: Use Penguin missiles to take out large ships.

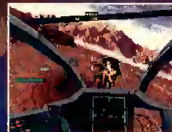
occasionally burdened with breakup and screen-redraw problems that interrupt the gameplay.

In the sound department,

the distinct voice of mission control offers fairly useless advice backed by rock.

The explosions and other effects sound realistic, though.

If you're looking for intense shooting, Thunderstrike's flaws cause only minor turbulence. Besides, this game sweeps past its only Saturn competitor, Blackfire, like a hawk overtaking a pigeon.



PRO TIP: To connect with the gun, rock the chopper up and down in front of your target.



PRO TIP: Take out choppers with standard missiles as soon as you get a lock.

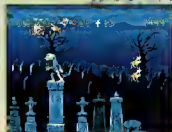


By Tommy Glide

Gex, the wildest lizard ever to grace a game screen, sizzles on the Saturn with the same graphics, sound, and control that earned acclaim in the PlayStation version.

Rez-ident Hostage

Captured by the evil Rez, you must guide Gex in his escape from a universe comprised of bad TV genres with names like



PRO TIP: Jump off this column in the Grave Danger level and tail-spring onto the TV next to Gex. It'll bounce you offscreen, and you'll collect a ton of hidden golden flies.

Horror World, Cartoon World, and Kung Fu World. You scamper, jump, climb, and tail-whip your way to a final showdown with Rez himself.

Gex offers hours, even days, of exploring—tons of power-ups, bonus games, and lups are buried in each level! Even more appealing than all the hidden loot are Gex's superb controls, which go beyond side-scrolling norms. Gex's sticky fingers



PRO TIP: In the middle of Congo Chaos, look for this warp that takes you to a bonus game.

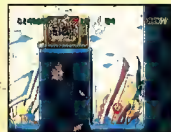


allow him to climb on back-grounds and ceilings, adding a whole new dimension to the hop-n-bop genre.

Generation Gex

Gex mirrors the PlayStation version both graphically and sonically. From the jungle's jumping piranhas to the nut-chucking chipmunks in the cartoon levels, each world offers great eye candy. While Gex is the only rendered character in the game, the hand-drawn enemies and back-grounds are colorful. Upbeat music provides an ambient groove while Gex (with the voice and scripting of comedian Dana Gould) delivers hilarious one-liners.

The great action and deep exploration offered in Gex make it a must for gamers who need to jump around. Gex eats Bug for lunch on the Saturn.



PRO TIP: Don't miss the 1-up behind the exit in the Pow level.

Gex by Crystal Dynamics

Graphics	Sound	Control	Fun/Factor	Challenge
4.0	4.5	4.5	4.5	INT.
\$59.99	CD	8 missions	Side view	
Available now	CD	Multiple views	Multiscrolling	
Helicopter shooter	1 player	ESRB rating: Kids to Adults	Passwords	
			ESRB rating: Kids to Adults	
			5 worlds	

Thunderstrike 2 by U.S. Gold

Graphics	Sound	Control	Fun/Factor	Challenge
4.0	4.5	4.5	4.5	ADJ.
\$59.99	CD	8 missions	Side view	
Available now	CD	Multiple views	Multiscrolling	
Helicopter shooter	1 player	ESRB rating: Kids to Adults	Passwords	
			ESRB rating: Kids to Adults	
			5 worlds	



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PRIZES: To be eligible to win, you must find your way through Scary Larry's haunted prison ALIVE with the fastest score. For the top 5 scores we will feature your name and score in GamePro plus send you a free GamePro T-shirt!

For the Grand Prize Winner, you must get through the prison within the fastest time. The Grand Prize winner will become "King of the Coffin," receive a GamePro t-shirt, a GamePro subscription, and get your name and score highlighted in next month's GamePro!



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- Logan Wallace 10 minutes
- Adam Grove 11.4 minutes
- Tim Thrush 11.6 minutes

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By Slo Mo

Wing Arms is a true-to-the-arcade port of a rough-and-tumble air combat game. You fly seven



PRO TIP: During dogfights, use slow airspeeds to find targets and fast airspeeds to move in for the kill.



Saturn



PRO TIP: During missions against land- and sea-based targets, use the behind-the-plane view to avoid antiaircraft fire and plan your next attack run.



By Scary Larry

He's a hip guitarist who's trying to keep out of Hell, kind of like an Anti-Meatloaf. To show up Ol' Splitfoot, Johnny's got a bullet-shooting guitar and an attitude.

Johnny Got His Gun

In his quest to keep cool in a very hot place, JB speaks naught and carries a bazooka. In this side-scrolling platform jumper, the hipster swings his weapon in five gorgeous levels, including a prison, hotel, and penthouse.

He can scoop up items, spin through enemies, and fire a super-shot by revving the guitar strings. This Elvis clone also runs, jumps, and floats through the air.



PRO TIP: There are tons of hidden levels. Check out the aquarium in the hospital.

Controlling JB demands deft thumb skills and lots of patience. An important move is the Shooting Float (shooting at the ground while floating). It's hard to maintain, and somehow you always end up damaging yourself. The game is incredibly hard, rife with persistent enemies and mighty leaps of faith.

Pompadour and Circumstance

The graphics are awesome. Cool rendered sprites and colorful, imaginative backgrounds spruce up even the

classic World War II aircraft, including a P-51 Mustang, a Japanese Mitsubishi Zero, and a British Spitfire.

Wing Arms' aerial dogfight missions are mixed with bombing runs against both land- and sea-faring targets. Of course, you fight an imaginary enemy nation so that the former WW II antagonists can fly in formation.

Wings at War

Wing's topnotch graphics maintain a stellar performance during the fast-paced gameplay with smooth, quick animation and three aircraft views (in the cockpit, behind the aircraft, and rearward). The beautifully rendered airplanes are slightly jagged but still sure to send fighter buffs soaring.

The tough combat action is tempered by long chases, par-



The View Data feature displays specs and scalable, rotating views of 15 aircraft and 9 ships, dominated by Japanese hardware.

ticularly during dogfights. The fierce, persistent enemy is supported by blistering anti-aircraft fire and bogies that stay glued to your tail.

Less realistically, you have limitless ammo and a shield that enables you to ram aircraft, ships, and buildings several times before failing. You can even bounce off the surface of the ocean.

The battles get good audio mileage out of the rat-tat-tat of machine guns and explosions. The Muzak, however, wimps out.

Arm Yourself

Aerial combat fanatics may find the action uneven, but for fighter aircraft aficionados, this air force will look awesome. Wing Arms flies. **G**

JOHNNY bazookaStone



PRO TIP: In the second level, look in corners for keys.



PRO TIP: To knock off the Lobster Maître D', hit the disco balls when they're above him, then jump on the singers and blast him from above.

mundane underwater scenes.

Great house music in the intro is supplanted by cool jazz in some levels, while a wailing guitar plays the background riffs in others. There are no other audio treats, though, like wisecracks from Johnny himself.

Fans looking for a humorous cross between Earthworm Jim and Donkey Kong Country should check out Johnny. He's the hottest thing since Bug, and the coolest cat in town. **G**

Wing Arms by Sega

Graphics	Sound	Control	Fun/Factor	Challenge
4.5	3.5	4.0	4.5	4.0

Price not available
Available now
Shooting/flight sim
1 player

First person perspective
ESRB rating: Kids to Adults

Johnny Bazzooka Stone by U.S. Gold

Graphics	Sound	Control	Fun/Factor	Challenge
4.5	4.5	3.5	4.0	4.0

Price not available
CD
Available now
Action/adventure
1 player

Side view
Multiscrolling
Passwords
ESRB rating: Kids to Adults

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By Johnny Ballgame

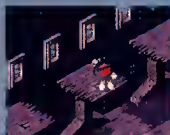
Spot's back in a half-shooter, half puzzle game that's sure to quench the thirst of young gamers. Unfortunately, it'll leave everyone else hungry for more action.

Spot Needs a Jolt Cola

Spot explores countless Hollywood movie-clone levels trying to rescue enough missing spots to exit each area and continue. Spot doesn't move quickly through the levels, though, and even when you



Genesis



PROTIP: Simultaneously press the Run and Jump buttons to make it across places you can't normally reach.



By Johnny Ballgame

Cutthroat Island does as much to bury the Genesis as Vectorman did to revive it. It's a horrible game adapted from a horrible movie, and has no business in the library of any sane Genesis owner.

Captain Cliché

In this one- or two-player side-scrolling swashbuckler, you



PROTIP: Line up enemies so you can take out two with one hit.



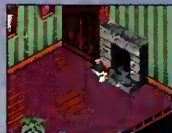
PROTIP: Watch out for the fat pirates when you're in the crate. You can't knock them over, and if you hit them you have to start from the beginning of the level.

especially frustrating in the cart level, where you aren't given time to dodge obstacles in the road, and you can't vary your speed.

The graphics will have Sega owners reminiscing about the good old days of the Master system. The sprites look bland – even Geena Davis! – and the fights are missing frames of animation.

Sinking with the rest of the ship is the sound, which is so tinny that you can't even hear the clanking of iron during swordplay. No groans or shrieks punctuate stabbings,

Spot Goes to HOLLYWOOD



PROTIP: To find hidden areas with missing spots, try to walk into every opening you see, like this fireplace.



PROTIP: The bubbles rising from some underwater caves replenish your air supply.

hold the Run button you'll wish the uni-cola mascot had some caffeine to speed him up. What's more, the $\frac{3}{4}$ overhead view makes it hard to judge where you're walking, so you'll plummet off ledges in no time. It's frustrating.

If Spot hopes to make it in Hollywood, he's going to need some plastic surgery. The original game had ground-breaking animation, but that was years ago, and by today's standards these characters look average at best. Still, there are some cute animations, like when Spot walks by a mirror or wobbles on one foot as he tries regain his balance.

The sound lacks the flavor Genesis owners desire, and the music hardly satisfies. Spot's shriek of damage is a curious – and tiresome – contrast to his enemies' silent deaths.

The Un-Game

Spot Goes to Hollywood isn't a bad game, but it's also not the kind of game that leaves you with a bubbly good feeling. **G**

CUTTHROAT ISLAND

must endure ten tiresome levels searching for pieces of a map that leads to a fabled treasure. In some levels you're bored with lots of sword fighting (no finesse needed – just diligent button pounding), in others you venture forth in a cart or carriage. The control is

and you'll strain yourself reaching for the mute button to kill the music.

Yo Ho Ho and A Bottle o' Dumb

Even a patch-eyed, peg-legged pirate would snarl at Cutthroat Island. You'd be better off walking the plank. **G**



PROTIP: Trap the warden in a corner and press Down and attack to strike him repeatedly.

Spot Goes to Hollywood by Acclaim

Graphics	Sound	Control	Fun/Factor	Challenge
3.5	3.0	3.0	3.5	3.5

ADJ.
\$69.95
24 megs
Available now
Puzzle/shooter

1 player
%overhead view
ESRB rating: Kids to Adults

Cutthroat Island by Acclaim

Graphics	Sound	Control	Fun/Factor	Challenge
1.5	1.5	2.0	1.5	1.5

INT.
\$69.95
32 megs
Available now
Adventure
2 players

10 levels
Side scrolling
ESRB rating: Kids to Adults

P.T.O. II

By Bro' Buzz

P.T.O. II is an interesting war simulation that's definitely for mature gamers with a yen for history, a mind for numbers, and plenty of time to kill.

An intricate menu system enables you to manage military minutiae for either Japanese or American forces in the Pacific Theater of Operations. For example, not only do you deploy



PROTIP: Deploy submarines to scout for enemy fleets.

fleets and seek out enemies, but you must also attend monthly planning conferences. The emphasis is on naval maneuvers, but you also micro-manage air and ground forces.

The sights and sounds of war are missing in action. Limited animations and tiny icons invade the graphics. The sounds attack your patience with repetitive orchestral music.

They say wars are won by generals and accountants. Koei certainly took that to heart.



PROTIP: Use aerial assaults to weaken enemy fleets prior to sea battles.

P.T.O. II by Koei

Graphics	Sound	Control	Fun factor	Challenge
3.0	2.5	3.5	2.0	Advanced
\$74.95	24 megs	Available now	Strategy/war sim	
2 players	10 scenarios	ESRB rating: Kids to Adults		

Cutthroat Island

By Grease Monkey

Pirate heroes face hordes of enemies in Cutthroat Island, a beat-em-up game based on the movie.

A variety of side-scrolling levels advance the plot, but the



PROTIP: Use this pattern for the Mine Cart Quarry level: Up, Down, Down, Down, Up, Down, Up, Down, Up, Down, Up, Up, Down, Down.



PROTIP: Simultaneously press Buttons X and A to attack behind you.

gameplay's vigorous and repetitive button pressing slows this game down a couple of knots.

The sights and sounds walk the plank. Small sprites and repetitive villains overshadow the fair character artwork. And although the music captures the movie's swashbuckling spirit, stale sound effects sink this ship. It's difficult to tell who gets hit, because friend and foe offer up the same grunt.

If buccaneering action's your bag, you might be able to stand this simple, dull game. If not, abandon ship!

Cutthroat Island by Accolade

Graphics	Sound	Control	Fun factor	Challenge
3.5	3.0	3.5	3.0	Intermediate
\$59.95	16 megs	Available now	Action/adventure	2 players
12 levels	Side view	ESRB rating: Kids to Adults		

Toy Story

By Grease Monkey

The problem with many movie-to-game adaptations is a lack of good original gameplay. Sadly, Toy Story fulfills that legacy.

Woody, the cowboy hero of the movie, runs, jumps and whips through 19 levels, most of them platform hoppers.

The rendered sprites are large but grainy, and the colorful backgrounds create a toy-world feel. Voices from the film pop up often, but the music will have you scrambling for



PROTIP: Be wary of the throttle on the RC car levels. Too much speed leaves you spinning.

the volume control.

The levels pose little challenge, so success depends mostly on trial and error. Kids may enjoy the simple gameplay, but experienced players will find this Story suffers on the small screen.



PROTIP: To get all the stars, climb obstacles before whipping them.

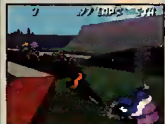
Toy Story by Disney Interactive

Graphics	Sound	Control	Fun factor	Challenge
4.5	3.5	3.0	3.0	Adjustable
\$59.95	32 megs	Available now	Action/adventure	1 player
Multiple views	Multiscrolling	ESRB rating: Kids to Adults		

Dirt Trax FX

By Grease Monkey

Motocross racing goes polygon in Dirt Trax FX. Picking from eight characters, players



PROTIP: Use the Y's Power button on every hairpin to stay ahead.

complete solo or head to head on a wild assortment of tracks.

Trax doesn't stack up well against other racers. The scrolling is fast and smooth, but the obstacle-filled courses are blocky. The behind-the-bike view doesn't help, either.

The irritating drone of racing engines is compounded by chaos, as the music changes



PROTIP: Keep your front wheel up to breeze over obstacles,

whenever a different motorcycle takes the lead.

Realistic controls were traded for easy gameplay. No falls or crashes get in your way as you fly down the track.

Dirt Trax FX is a fun game, but serious gear heads will pass in favor of more lifelike motorcycle excitement.

Dirt Trax FX by Accolade

Graphics	Sound	Control	Fun factor	Challenge
3.5	2.5	3.5	3.5	Adjustable
\$74.95	4 megs plus SP2 chip	Available now	Motocycle racing	2 players
22 tracks	First-person view	ESRB rating: Kids to Adults		

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PROVIEW

3DO



By Air Hendrix

The now-classic Shockwave broke new ground, and unlike most sequels, Shockwave 2 dramatically outshines its predecessor. With a gripping blend of tense shooting, challenging strategy, and tantalizing full-

crew stumbles across a surprise alien foray. In hot pursuit, you accidentally teleport with the fleeing aliens, ending up stranded in an unfamiliar solar system.

Operating out of the starship *Cortez*, you descend on various planets in a hover-

craft, stationary turret, or fighter to uncover clues to find your way home. Before you leave, you customize your craft's armaments from a wide selection of lasers, missiles, nukes, scanners, and other helpful gadgets.

Locked On

The riveting shooting sends you out on missions like raiding alien prisons and fortresses, and the responsive controls help you glide through the combat. You'll long for an onboard map, though—it's far too easy to get lost in these unfamiliar worlds, and your flight path is no longer restricted as it was in the earlier games.

SW 2's excellent FMV cinematics build a taut tale packed with impressively solid acting and sensational movie-quality sci-fi effects. But you can't just sit back and watch. You'll find your way home only if you carefully glean tidbits from the cinematics to formulate strategies for completing your shooter missions. This sleuthing adds engaging depth that separates SW 2 from standard shooters.

Electric Shock

Graphically, SW 2 delivers clean, fluid FMV loaded with fierce aliens and unearthly struc-



PROTIP: Before tackling a mission, use the *Cortez's* maps to scope out the terrain and note the coordinates of key targets.

tures. The quality slips a notch in the shooter missions, where the backgrounds suffer from some graininess. But the wild variety of alien craft and landscapes, which range from foggy grasslands to seething



PROTIP: Use locked-on missiles to cover Marshall as she approaches the *Omaha* on Meskent. Lasers may accidentally damage your crew.

lava worlds, will definitely hold your interest.

This game thumps with superb sound. The throaty voice of flight control provides continual progress reports, and the combat effects sizzle with frightening realism.

3DO space jockeys will quickly become addicted to SW 2's ferocious, intelligent action. This one's definitely worth buying. **C**



PROTIP: On *Tesla*, the scanner is essential for navigating the maze-like valleys.

SHOCKWAVE 2 BEYOND THE GATE

motion video (FMV), this fantastic game breathes new life into the 3DO.

Star Wars

Decades have passed since the first alien invasion, and as Shockwave 2 opens, your



PROTIP: Before you attack the prison on *Sarconia*, take out the four towers on the surface.



PROTIP: On *Khaslas*, first blow up the waste site. Then, with a full load of fuel and Light RAMs, dash across the radiation zone to the left of the three teleporters to free the doctor from the *Pericata* hive.

LOST IN SPACE



3DO Game Profile

Shockwave 2

(By Electronic Arts)



Shockwave 2's white-knuckle shooting and strategy boldly surpass the earlier installments. Don't miss it!

Graphics	Sound	Control	Fun/Factor	Challenge
4.5	5.0	4.5	5.0	Advanced

\$59.95

2 CDs

Available now

Shooter/adventure

1 player

In-the-cockpit view

Unlimited continues

Save feature

PROREVIEW

3DO



By Scary Larry

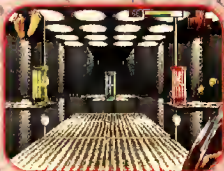
If Wolfenstein didn't satiate your Doom jones, PO'ed will. This first-person corridor thumper is a funny take-off, but flawed controls dull the humor.

Halfway to Hell

You play as Ox, a cook on a space marine freighter. When your ship comes under attack

and the crew is captured, you take it upon yourself to find and free your comrades. Can all this be done before the soufflé is ruined?

You don't come equipped with brass knuckles or a double-barreled shotgun. Oh no, that would make things too boring. Instead, you start with a frying pan, and along the way you find a meat cleaver, a power drill, the "Meat Seeker" (which fires flesh-consuming meatballs), and other meaty weaponry.



PROTIP: If a warp pod isn't flashing, you haven't triggered the switch to activate it.



PROTIP: Look for warp beams like this one to take you places you can't normally reach.

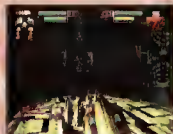
the close-ups, where pixelization takes over. Still, healthy doses of gore and detail will make you say "Yecchhh!" over and over again.

The music and sound effects are suspiciously reminiscent of Doom. Eerie footsteps, moaning, and unearthly cries of pain abound in PO'ed. It almost sounds like a party at the Kennedy compound.

The control is inconsistent. In some levels, you career wildly while in others you'll fall off ledges or be unable to turn in crucial combat scenes. The areas where you climb ladders are also annoying: You must position yourself directly in front of the ladders before proceeding...and they're almost always mired in dangerous lava.

Shoot Hits the Fans

PO'ed is a great Doom clone, but not as much fun because of the obvious control problems. If you have a 3DO, you don't have Doom (yet), so PO'ed is the next best thing. Although the control will get you PO'ed, the rest of the game is okay. **C**



PROTIP: Odd abutments or ledges in out-of-the-way places are usually entrances to other areas.



PROTIP: In the Jump level, listen closely for the chime that signals a weapon is near. You'll find the drill in a lava pit.

You battle a barrage of foul-looking creatures like the Butthead (you picture it), cyclops, and the amazon. They come after you in a fast and furious rush, and they don't wander around or let you on the cruelty—they seek you out and kick your ass.

Meet My Little Friend

The sharp, clean graphics are better than Wolfenstein, but not as smooth as Doom on the PlayStation. The graphics, however, lose their luster in



PROTIP: Try not to leave a level until your health is up to 100. Imm. (nearly) save your game when you start the next level.

3DO Game Profile

PO'ed

(By Any Channel)



A good Doom clone with a sense of humor...but no sense of direction. PO'ed lives up to its name in the control department.



\$59.95
CD
Available now
Action

4.0
4.0
2.5
3.0
Adjustable

1 player
First-person view
Save feature

ADJ.



PROTIP: Don't open doors or flip switches (Button B) when you have a weapon in your hand or you'll waste valuable ammo.



PROTIP: After killing the amazons, wait for them to collect ammo for the drill.

WIN! MORTAL KOMBAT 3.5

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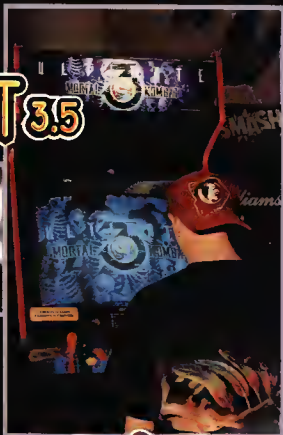
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Will you play your very own
Mortal Kombat 3.5—
The Ultimate with NEW
characters, NEW scenes
& backgrounds, NEW
secret codes?

You
WANT It!
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But, I'm not very
lucky. This is not a
game of chance, but a
series of puzzles which
are scored. Get the
best score and the prize is yours! It's
that simple! Just solve the puzzle below
and send in your entry.



Send in Your Entry Today!

Can you solve the puzzle below?

Do you have what it takes?

Game Rules: Under the puzzle you will find 16 words. These are the only words allowed to be used in the puzzle. You may only use a word once. At the bottom of the entry you will find a Word clue. Using the word clue you can find the second hint letter for each line which is to be placed in the circled square. The Word clue letter can only be used on the line next to it. All words in the list are not used.

What you can expect: After this entry, you will receive one elimination game at \$4.00. The Tie-breaker will be \$2.00. Subsequent tie-breakers will be free. Tie-breakers will be played until only one person remains. The puzzles will increase in difficulty each time. For a copy of general contest rules, send a self-addressed stamped envelope to Treasure Cove Corporation at the address on the coupon below. Please write the word "rules" on the outside of the envelope.



WORD CLUE

WORD CLUE:
What one does
while asleep.

DAILY TOTUM OCEAN CREEK
ARBOR DANCE PRISM BREED
DAIRY FIELD TOTEM VENUE
WRECK AHEAD KNELT GREEN

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Jaguar

NBA Jam Tournament Edition



Finally, one of the hottest arcade titles of all time finds its way to the Jaguar. This Jam TE looks more like the 32X version, where the oversized heads of the players look like they've been pasted on. The announcer sounds good, and the controls get the dunking done. Even though it adds a practice mode,

the quality of this version rebounds far below Jam TE on the PlayStation.



Graphics	Sound	Control	Fun/Factor	Challenge
2.5	3.0	3.0	4.0	Intermittent

Ruiner Pinball



With two multiscrolling pinball tables (Ruiner and Tower), RP looks like a plain old 16-bit pinball game. It doesn't offer much beyond normal pinball action except extra-large tables. With average sounds and gameplay, Ruiner doesn't suck, but you should be a die-hard pinballer to put your money behind these flippers.

Graphics	Sound	Control	Fun/Factor	Challenge
3.0	3.0	3.0	3.0	Adjustable

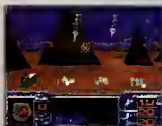
I-War



Jaguar fans don't have a lot to cheer about these days. Unfortunately, I-War won't boost morale. I-War's standard tank shooting isn't bad, but it's ordinary, sporting average controls, unimaginative weapons, and flat backgrounds. Only the five views and the two-player hide-n-seek match make things interesting.

Graphics	Sound	Control	Fun/Factor	Challenge
2.0	2.5	3.0	2.5	Intermittent

Missile Command 3D



Atari has revamped another oldie - Missile Command. Defend your planet's cities against hostile incoming missiles in the classic game, along with two new (albeit similar) 3D versions. The classic game looks like the late '70s arcade version, but the newer versions are boring. They don't add to the visuals, audio, or gameplay.

Graphics	Sound	Control	Fun/Factor	Challenge
2.0	2.5	2.5	2.5	Adjustable

Attack of the Mutant Penguins



In this wacky sci-fi adventure, you defend numerous levels against invading mutant penguins. This cutesy Whac-A-Mole-meets-ToeJam-n-Earl involves some strategy but lacks the playability to make it a keeper. The graphics are okay, but boring sound and annoying control make this a game for Penguin-smashers only.

Graphics	Sound	Control	Fun/Factor	Challenge
3.0	2.5	2.0	2.5	Adjustable

HoverStrike: Unconquered Lands



HoverStrike looks and plays like a sloppy version of CyberSled. The music and sound effects are good, but the graphics barely hang in there with groovy-colored terrain and detailed enemies being the only pluses. The stiff cross-hair control and jumpy scrolling keep this shooter from attaining any rank above cadet.

Graphics	Sound	Control	Fun/Factor	Challenge
3.0	3.5	2.0	2.5	Adjustable

Battlemorph



Battlemorph provides below-average terrain-skimming shooting in a typical polygon environment and features really poor control. While the tunnel and underwater areas refresh this tedious game, the dismal one-color landscapes are the same as those in half of the Jaguar games out there. Blahmorph is more like it.

Graphics	Sound	Control	Fun/Factor	Challenge
2.5	3.0	1.5	2.0	Adjustable

PRO REVIEW

Portable Systems

Wario Land Virtual Boy

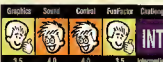


This is the best VB title to date. Based on Wario Land for the Game Boy, this one presents foreground and background action. Nicely drawn sprites and great sound effects round out this Virtual Boy winner, but you have to get used to controlling Wario in the multilayered levels.

Mortal Kombat 3 Game Boy



This is one MK that shouldn't have made it. By far this game is worse than Killer Instinct, and even portable power players will find the soft controls and eye-straining graphics unbearable. For sound, you must bear with tinny music and dismal sound effects. Only fans need apply.



Mario Clash Virtual Boy



Mario Clash needs help. The graphics have a true 3D feel — Mario throws into the distance, and when he's on an opposite ledge, he throws right into your face. Cute carnival songs permeate the stages. The controls respond sluggishly in fast levels. Let's hope this amusing little game hits the SNES soon.



Virtual League Baseball Virtual Boy



VLB's impressive 3D graphics seem promising at first. But after a while the shallow gameplay and awful sounds send it foul. The archaic controls only add to the agony. VLB lacks the depth to engage 16-bit pros, but if a funky 3D experience sounds intriguing, rent this one.

The Getaway Game Boy



At first this pinball game is innovative and fun. In the pinball section you can tilt the board, and when you hit special ramps you're put into a racing game. But the repetitive music and static graphics don't add much, and the gameplay quickly gets boring.



Vegas Stakes Game Boy



Here's the excitement of Vegas without purchasing an LCD game. Vegas Stakes is fun and offers a variety of games, including Craps, Roulette, Blackjack, Poker, and Slots. The graphics are crisp and clear, and the cheesy music fits in nicely.



Panic Bomber Virtual Boy



Panic Bomber pushes the Virtual Boy engine to its max. In gameplay and graphics, this puzzle game closely resembles Kirby's Avalanche. You may find the 3D effects a little timid and the sound a bit excessive (the music seems right out of Bomberman), but PB is as addictive as Zoop or Tetris.



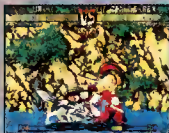


By Major Mike

Samurai Shodown III takes the series one step forward and two steps back. It keeps seven veterans and adds five new fighters to the lineup. The additions and omissions work against it, however. A few of the new fighters are worthy of the samurai fame (Shizumaru and Basara), while others don't belong (Gaira). Also, some of the best fighters from I and II have been removed (Genan, Charlotte, and Cham Cham).

New Looks, Stages

The most striking addition is the "double identity" of each character, giving each fighter two sets of moves—literally making 24 fighters. The doppelganger fighters duplicate



PROTIP: Perform the following with any fighter: Tap →, →, →, Strong Slash. This delivers a super-strong blow.

Neo-Geo Game Profile Samurai Shodown III (By SNK)

WHY BOTHER?

The third time isn't quite a charm for the sword-toting SNK warriors. Although this is a good entry, it doesn't surpass its predecessors.

Graphics	Sound	Control	Fun/Factor	Challenge
4.2	4.0	4.0	4.0	4.0

Price not available
285 megs
Available now

Fighting
2 players
Slide view

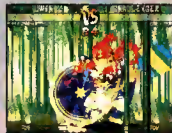
SAMURAI SHODOWN III



PROTIP: Use the various slashes with Genjuro's Triple Death Hack for devastating results.

several of the original character's moves, however, so they aren't exactly brand-spanking new.

Everything looks great this time, but the backgrounds are simpler than before, without eye-catching elements like Charlotte's painting from Shodown II. All the characters are well animated, but quirks like Haohmaru's bushy black hair remain. The game isn't as bloody as its predecessors, either, with the spurring and



PROTIP: Motion → ↓ ↓ ↓ ← Slash to perform Shizumaru's spinning umbrella—an excellent attack against foes who like to jump at you.



The new story screens supply beautiful graphics.

The New Fighters



Shizumaru



Gaira



Basara



Almaru

slicing finishing moves kept to a minimum.

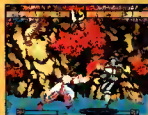
New Techniques

Shodown III plays a little differently from the previous games. This time the kick is limited to one button, and slashes are given three buttons, which eliminates the si-



PROTIP: Hit opponents who block low with a nasty slash to the head by simultaneously pressing Medium and Strong Slash.

When Close to an Opponent...



PROTIP: Press Strong Slash to shove your opponent away and leave them vulnerable to any attack.



PROTIP: Or, simultaneously press Light and Medium Slash. You can then run behind an opponent.

multaneous two-button Hard Slash. This puts more emphasis on swordplay and, with the Hard Slash easier to perform, makes for some very short matches.

Very responsive controls provide some excellent new techniques. The best is being able to sidestep an opponent, and, if you're close enough, circle around them. This is particularly effective because it catches an opponent off-guard, and you can set them up for anything while they face the opposite direction. You can also block in the air.

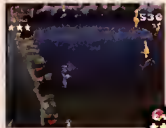
The music is very subtle, with bland tunes overshadowed by the sound effects. All the grunts, groans, and slash sounds are here, along with various victory taunts.

Not Quite a Cut Above

While Shodown III won't disappoint fans of the series, it isn't the jump that Shodown II was over I. It's a decent fight, but the magic of the other two games is hard to find.

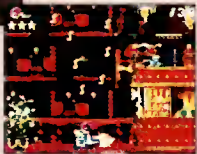
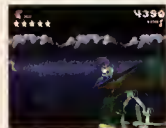
Quick Hits

Johnny Bazookatone PlayStation



In Johnny Bazookatone, you're lean and mean, pompadoured and pissed. You have to battle with only a bullet-spewing guitar as a weapon. The graphics are Donkey Kong meets Earthworm Jim, and the outstanding sounds feature funky house jams. Sluggish controls are the biggest concern; your character

doesn't always respond precisely. Johnny's a looker.



Graphics	Sound	Control	Fun/Factor	Challenge
4.0	3.0	3.0	2.5	Adjustable

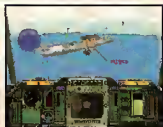
Cannon Fodder 3DO



Cannon Fodder puts you in command of a squad of soldiers searching for enemies, but slow walking and repetitive missions equal unsophisticated gameplay. Hilarious sound effects add appeal to the game, but charmless backgrounds and tiny sprites tank the graphics. Still, Cannon Fodder's a pretty good blast.

Graphics	Sound	Control	Fun/Factor	Challenge
2.5	4.0	3.5	4.0	Beginner

Scramble Cobra 3DO



Cobra drops you into a responsive, well-armed chopper to tackle ten tough missions. Sadly, the strategy-light action demands too much basic shooting. The graphics lack strong detail, but clear sounds augment the realism. Despite its flaws, 3DO shooter fans should still test this fun chopper with a rental.

Graphics	Sound	Control	Fun/Factor	Challenge
2.0	3.5	4.0	3.5	Adjustable

BladeForce 3DO



A slightly irregular view dominates BladeForce, and the sound of explosions and a rockin' cannon will keep you on the edge of your seat—or ducking behind it. Cornering is hard on your chopper's armor, and collecting the ample power-ups involves precise maneuvering. Fans of chopper bloodfests shouldn't miss this one.

Graphics	Sound	Control	Fun/Factor	Challenge
4.0	4.0	3.5	4.0	Advanced

Bust-A-Move 3DO



The premise is simple: Make descending balls disappear by matching three of the same color. In the two-player mode, cleared balls get dumped on your opponent. The move-and-shoot controls are very responsive and the simple visuals and music are well done. This is one puzzler that isn't a bust.

Graphics	Sound	Control	Fun/Factor	Challenge
4.0	3.5	4.5	4.0	Adjustable

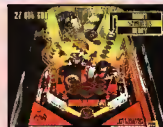
Jupiter Strike PlayStation



This simple shooter equips you with two lasers to counter an alien invasion. No power-ups juice the action, but the absorbing combat and responsive controls don't need any help. Strike's graphics and sounds are too plain, though. A weekend rental will see you through, but Strike's more fun than Novastorm.

Graphics	Sound	Control	Fun/Factor	Challenge
3.0	3.0	4.0	4.0	Adjustable

Last Gladiators Saturn



Last Gladiators isn't bad, it's just unimaginative. This game looks suspiciously similar to last year's SNES dud, Super Pinball: Behind the Mask. It shows some slick animation, and all the attendant buzzes and ka-ching sound effects are also here. Save Last Gladiators for the hard-core pinball wizard in your home.

Graphics	Sound	Control	Fun/Factor	Challenge
3.0	3.0	4.0	3.5	Adjustable

Galactic Attack

Saturn



This classic coin-op shooter features gorgeous, space-themed backgrounds and a rockin' soundtrack. Although your ship is nothing to write home about, the enemies fly at you fast and furiously, giving your eyes a treat and your thumbs a workout. Resounding explosions, crisp voice-overs, and sharp laser blasts round out this quality game. Shoot happens.

Graphics	Sound	Control	Fun/Factor	Challenge
4.0	4.0	3.5	4.0	Intermediate

Zoop

PlayStation



Zoop is an uncomplicated puzzle game that's only slightly hampered by squirrely controls. The graphics are simple but flashy, with lots of colors and multipatterned backgrounds. The music is an eclectic mix of mambo, jazzy funk, and classical. Zoop is a great addition for puzzle fans.

Graphics	Sound	Control	Fun/Factor	Challenge
3.0	5.0	4.0	3.0	Advanced

Corpse Killers:
The Graveyard Edition

Saturn



In Corpse Killers, you cruise a mad scientist's Caribbean fortress, icing zombies. Smooth cursor movement makes zombie zapping easy. Although grainy, the Saturn graphics are cleaner than in any other version of the game. Clean dialogue and cool effects compensate for standard Night clap-Trap music. This'll do for zombified Saturn gamers.

Graphics	Sound	Control	Fun/Factor	Challenge
3.5	3.5	4.0	3.0	Intermediate

High Velocity

Saturn



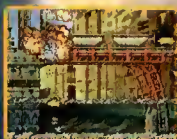
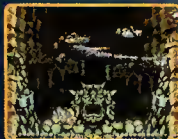
High Velocity's fun is limited by its simple gameplay. You choose from only three tracks, and you race against only one other car. The graphics rev up the action a bit. The sounds are average at best, marred by dull racing sound effects. Most drivers will be hoping for a trade-in.

Graphics	Sound	Control	Fun/Factor	Challenge
3.0	2.5	3.0	3.0	Intermediate

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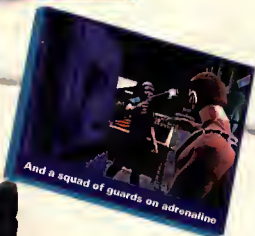
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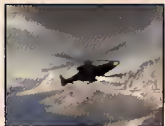
Interplay™

BY GAMERS. FOR GAMERS.™

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BlackFire Saturn



In *BlackFire*, your chopper reaches only limited altitude, so it feels like you're flying in a box. Gorgeous rendered animations between stages outclass the jagged gameplay polygons. Panic-stricken warnings by offscreen allies compound your combat stress. If you handle defeat well, this CD is worth flying.

Graphics	Sound	Control	Fun/Factor	Challenge
3.0	4.0	4.0	4.0	3.5

ADV.

Theme Park PlayStation, Saturn



As chief park designer in what's basically *Sim-Disneyland*, you decide every detail, right down to the roller coaster's speed. Simple graphics and sounds offer up little treats to keep the game interesting. Overlapping menu systems force you to read the manual. *Theme Park* is as much fun as you make it...literally.

Graphics	Sound	Control	Fun/Factor	Challenge
3.0	3.0	3.0	3.5	3.5

ADJ.

Lemmings 3D PlayStation



Lemmings 3D barely looks like its earlier cousin. Lemmings come toward you, walk away from you, and crawl under you, but the 3D view is confusing. Corny music offers apt accompaniment, but the hapless controls and overabundant menus are the final nightmares. Call the SPCA—cruelty to animals just assumed digital form.

Graphics	Sound	Control	Fun/Factor	Challenge
2.5	2.5	2.5	2.5	2.5

ADJ.

Hi-Octane PlayStation



Hi-Octane's hover craft races involve ten or more laps around short tracks, and of course you have the usual missiles and guns. This nice setup, however, is crippled by gummy controls and slow, repetitive gameplay. Flat, unimaginative graphics and sounds cause further problems. Stick with *Wipeout*—*Hi-Octane* runs out of gas.

Graphics	Sound	Control	Fun/Factor	Challenge
2.5	2.5	2.5	2.5	2.5

ADJ.

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SPORTS PAGES

March 1996

Hockey • Basketball • Soccer • Boxing • Baseball • Golf • Football

NHL Faceoff Nails a Hat Trick



NHL Faceoff

By Air Hendrix

PlayStation

PlayStation NHL Faceoff suffers from a few minor shortcomings, but Sony sure concentrated on the right stuff for its stellar hockey debut: fast, kick-butt gameplay.

Siren Time

The puck drops into this Faceoff with almost all the right features. Gamers hit the ice in Exhibition, Season, and Playoff modes from four extremely useful views. The action goes down with all the '95-'96 NHL teams and players, and you can create and trade players and free agents.

Hockey pros might miss niceties like all-star teams and a shootout mode, but they'll love every second of the fierce, remarkably speedy action. The brick-wall goalies sneer at cheesy shots, and the CPU teams play ferocious D and smart, whirlwind offense. Faceoff's tough, addictive gameplay demands well-planned, well-executed strategies.

Controlwise, your team fires off checks.



PRO TIP: Fire a slap shot from the blue line, then collect the rebound and slide it in.

PRO TIP: As soon as the goalie commits to one side of the net, immediately pull your stick around and shoot for the opposite post.



empty-handed at times. Switching to the key defenseman also occasionally takes too long, which can hang your goalie out to dry.

NHL Faceoff by Sony Interactive



Price not available	2 players
CD	Multiple views
Available now	Save feature
Hockey	ESRB rating: Kids

The Crowd Goes Wild

The strong graphics depict a solid 3D arena populated with smoothly moving players. Little details, like goalies who neatly snap up the puck and defensemen who slyly hook their opponents, make for startling

realism. The sprites are a bit small, though, and become too pixelated in the close-up views.

Outstanding sounds keep the adrenaline pumping. Much like FIFA Soccer, the crowd hoots and hollers along with the action during intense moments, but grows silent and boos when you blow it. The other sounds are dead-on, like the energetic



PROTIP: Use the poke check to hook down opponents on breakaways.

Go, Baby, Go!

When the whistle blows, Faceoff makes Sega's pathetic attempt at 32-bit Saturn hockey look like high-school puck slinging. Next-gen hockey fans should stick with Faceoff -- you'll be too busy blasting the puck and checking opponents to notice its negligible flaws. ■

NHL Faceoff Tips



PROTIP: Don't hog the puck. Only tight, fast passing consistently moves you up the ice.



PROTIP: Change camera angles on the fly to keep the best view of the net.



PRO TIP: Passing to a man close to the net for a one-timer is your best chance to score.



PRO TIP: If you're losing in the last minutes of the game, pull your goalie ~ an extra man on the ice can make a game-winning difference.



NBA In The Zone

By Johnny Ballgame

PlayStation

NBA In The Zone is a hoop dream come true for PlayStation owners thirsting for b-ball action. Quick up-and-down-the-court action and unique graphics give the game enough hang-time to come out on top.

Phi Slamma Jamma

In The Zone is five-on-five basketball more in the tradition of NBA Jam than Live '96. Players run from end-to-end and exchange jams in this unrealistic dunkfest.

There's no play calling, no substitutions, and generally no strategy involved. You can play in either Exhibition or Playoff mode with all the NBA teams, including the expansion Raptors and Grizzlies.

Defensive player control is difficult as players stray from the direction they're initially moving. Offensively, players spin to elude

NBA In The Zone by Konami

Graphics	Sound	Controls	Fun/Factor	Challenges
4.0	3.0	2.5	4.0	INT.

Price not available
CD
Available now
Basketball

2 players
Multiple views
Save feature
ESRB rating: Kids to Adults

In the Zone Tips



PROTIP: If the player you're defending beats you off the dribble and is soaring toward a dunk, run behind him and press Button Square to swat the ball.



PROTIP: Choose a team with good outside shooting abilities. Three-pointers are often the difference between a win and a loss.



PROTIP: Use the spin move to blow by your defender. Once you have an opening, press Button Square to fly toward the hoop for a jam.



Goal Storm

By Scary Larry Jabbar

PlayStation

Polygon realism seems to be the rage these days, but few sports games use this new technology to their advantage. Goal Storm may be the best soccer game to use the boxy buggers efficiently.

Goal Miners' Fodder

Loaded with the options and fluidity that make the FIFA series so popular, Goal Storm throws in polygonal soccer players to boot. You choose from 26 teams, including soccer superpowers like Colombia and Brazil, as well as smaller teams like Cameroon and Greece. With instant replays, varying camera angles, and customizable offensive and defensive structures, this game has the standards that soccer fans look for.

Novice players will pick up the effective controls immediately.

Goal Storm by Konami

Graphics	Sound	Controls	Fun/Factor	Challenges
4.0	4.0	4.0	4.0	INT.

Price not available
CD
Available now
Soccer

2 players
Multiple views
Save feature
ESRB rating: Kids to Adults

Goal Storm Tips



PROTIP: Be careful when trying to steal the ball. Approach from an angle rather than directly in front or behind, or you'll be called on a foul.



PROTIP: Use replays as a tool to determine problems and to plan defenses.



PROTIP: Colombia is a good team for beginners. They're so strong they can win with minimal effort.

defenders, and an assortment of throwdowns and finger rolls adds variety.

The great graphics feature rim-rocking dunks and spectacular in-your-face rejections. Amazing player detail, from the player's name and number on their jersey to Dennis Rodman's alternating hair color, gives the game an authentic look. The only drawback is the crowd, which looks like a cardboard cutout.

Soundwise, In The Zone shoots an air ball. The crowd is uninvolved except during the replay, and the mellow background music doesn't fit the game's upbeat style. The only bright spot is the announcer, who actually calls out the individual scorer's name.

The Big Dawg

As the lone contender in the PlayStation basketball-sim arena, NBA In The Zone is worth the price of admission, at least until challengers like NBA Live '96 enter the fray. ■

One-button passing, shooting, and kicking are coupled with smooth soccer moves like jumping over downed players, faking out defenders, and bicycle kicks. With all these moves and options, Storm plays as well as FIFA, but looks more realistic.

Goal Plated

The graphics are the game's standout feature. The plays flow by smoothly, though some minor breakup mars an otherwise-superb effort.

The sounds also add an extra dimension. A clear-voiced British announcer nails down all the nuances, including voice inflections unique to Latin American countries (like the extended "Gooaaallll!").

As a next-gen soccer game, Goal Storm maintains the standards of realism and excitement set by FIFA and Worldwide Soccer. It looks like a Storm's brewing for soccer fans. ■



Foes of Ali

By Tommy Glide

3DD

Ugh! EA Sports makes "The

Greatest" one of the lamest boxing games.

With Exhibition, Career, and Tournament modes, the game lets you assume the role of Muhammad Ali or any of his nine real-life contenders, including Smokin' Joe Frazier and Leon Spinks. The poor punching control and bland rings, however, will have you screaming for Greatest Heavyweights for the Genesis.

Although you get 21 views, you'll wish the effort spent on cinematography was used to brush up the lifeless polygonal sprites. Fortunately, the blood is realistic. The ring sounds are a little better than average, but where are Ali's witticisms?

Unless you must box on the 3DD, leave Ali in the box. ■



World Series Baseball

By Air Hendrix

32X

Ball fans, beware—

Sega turned the top Genesis baseball cart into a lame 32X game.

This WSB retains many sharp features and controls from the Genesis version, so you'll find big-league teams, modes, strategies, and moves. But virtually no improvements in the features or gameplay distinguish this cart from the Genesis game. Why was a 32X version even necessary?

The lone 32X graphical innovation, a closeup on outfielders as they chase the ball, only interferes with the game. The graphics otherwise maintain the high Genesis standards, but you'd expect more from a 32-bit cart, especially since the abysmal sounds earn a trip back to the minors.

Stick with Genesis World Series for a great ballgame. ■



PGA Tour '96

By Johnny Ballgame

3DD

If you thought golf was boring, think again. PGA Tour '96 is a beautiful game that packs more wallop than a John Daly drive.

PGA features nine pros, three courses, and diverse modes like Tournament and Skins. The control is more consistent than Tom Kite, and the accurate swing meter enables you to shoot precisely.

The graphics are a little grainier overall than in the PlayStation version, but the amazing images of digitized golfers and individual swings look like something you'd watch on TV.

The sound includes classical music in the introduction and digitized voice during gameplay, but the announcer often repeats himself.

PGA Tour '96 is a game as rare as a hole-in-one and a must-have for 3DD golfers. ■



Valora Valley Golf

By Greasy Gus

Saturn

Valora Valley Golf plays like a typical golf game, but with its supernatural elements, this fantasy course is far from Pebble Beach.

Valora Valley gives you standard golf options, but the course is far from standard, with wild water hazards and holes that rise like mountains. Fairway freaks will recognize the conventional golf controls, and it's easy to hit the ball straight.

The course backgrounds and digitized characters are crisp, but the textures could use some work. The golf sounds are right on, but the menu-screen music is cheesy.

If you want real pros, wait for PGA this July. But if you dream of playing miniature golf on a life-size course, bring your clubs to Valora Valley. ■



PROTIP: Play the fifth hole conservatively. Shoot to the end of the first ramp, then pitch up the first ledge to approach the green with a short, safe shot.



PROTIP: Click Button C at the end of the meter for special shots.



PROTIP: When your opponent is bleeding, switch your camera view to "Boxer1 POV" to get a good look at the damage.

PROTIP: To beat Liston, duck his punches and counter with jabs.

Foes of Ali by EA Sports

Graphics	Sound	Control	Features	Challenge
2.0	2.0	3.5	2.5	2.5

\$59.95
CD
Available now
Boxing
21 players
10 contenders
21 views
Same feature
ESRB rating: Kids to Adults

PROTIP: Overswing for more distance on your drives, but make sure the accuracy meter is in the middle.



PROTIP: When putting, aim a little past the cup.

PGA Tour '96 by EA Sports

Graphics	Sound	Control	Features	Challenge
4.0	4.0	4.5	4.5	4.5

\$59.95
CD
Available now
Golf
4 players
3 courses
Multiple views
ESRB rating: Kids to Adults

Sports Insider Previews

Check out these previews of hot sports games heading your way!

By Tommy Gbde and The Black Widow

NBA Live '96

PlayStation

Saturn

PC CD

Live '96 jumps from the 16-bit court to the 32-bit and PC arenas with a completely different look. While the sprites appear more pixelated in these PC screens, look for nice touches like shiny floors that reflect the on-court characters and a Create Player option that builds a character to the height you specify.

By EA Sports

PC CD Available Now

Saturn and PlayStation Available Spring '96



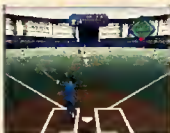
Triple Play '96

PlayStation

Saturn

3DO

PC CD



Triple Play '96 takes the Virtual Stadium engine seen in the 3DO and 32-bit versions of FIFA Soccer and tweaks it for the Major League Baseball diamond. Incorporated with motion-capture technology, the result is a 3D baseball game that looks and plays realistically. A six-player Japanese version called Virtual Stadium Professional Baseball is now available in Japan for the 3DO.

By EA Sports

Available Spring '96

College Slam

PlayStation

Saturn

Genesis

Super NES

Game Boy

PC CD

College Slam heats up the boards with NBA Jam-style action for up to four players. Choose from 44 college squads and eight fraternity teams in head-to-head, tournament, and season matchup play. Power-ups and special moves jack up the action, while full-motion video and play-by-play announcing add realism. (PlayStation screens shown.)

By Acclaim

Available February

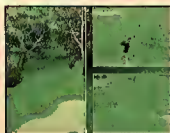
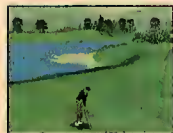


VR Golf '96

PlayStation

Saturn

PC CD



VR Golf '96 may give EA Sports' PGA Tour '96 a run for its money. Up to four players can customize their golfers and clubs, then undertake the amateur or pro tour on VR's 3D polygonal courses. Motion-capture techniques imbue the golfers with realistic movements, and 360-degree views enable you to shoot from any angle.

By VR Sports

Available February

NFL Quarterback Club '96

PlayStation

Saturn

PC CD

In NFL Quarterback Club '96, one to five players take to the field with their favorite QB's plays among a playbook of 800. You also get customizable teams and players, 80 yards of viewable field, ten times more stats (individual game, player, and full season) than last year's game, motion-captured players, and practice and historic simulation modes. (PlayStation screens shown.)

By Acclaim

Available Now



Role-Player's Realm

The Monthly Guide to the World of Role-Playing Games • March '96

MYSTARIA

By Sir Scary Larry

Mystaria is the first next-generation RPG, but it's a (ugh!) hex-based game similar to Shining Force. Even though the Saturn lets loose with all its graphical cannons, this CD delivers a good-looking but ultimately boring game.

Hit and Miss-taria

Looking a lot like Guardian War for the 3DO (see "Role-Player's Realm," January 1995), this foray into 32-bit role playing is a nice try, but doesn't quite cut it. Named Riglord, Saga in Japan, this Sega product could have been helped by some voices, better music, and more intuitive gameplay.

The story starts with Prince Aragon battling the evil Lord Bane on a desolate field in some nameless country. Bane sends his best warriors to finish off Aragon and his party. However, when the battle gets tough, Bane sweeps a fire spell onto the field, killing everyone, including his own warriors...or so he thinks.

Aragon and Bane's fighters escape at the last minute, then join forces against Bane. Talk about burning your bridges.



PROTIP: Don't waste Saura's Magic Points on attacks. Use her to heal the party.



PROTIP: Certain spells can go through walls.



PROTIP: Equip spells as soon as you receive them.



PROTIP: Even in crowded situations, some archers, like Hector, can shoot across a grid.

set of spells, the magic all tends to look the same.

Controlling the characters is based on a revolving menu system. It works fine for the most part, but unfortunately,

when a player learns a new spell or technique, you have to remember to equip it manually before you can use it.

Gorillas in the Mystaria

Mystaria tries its hardest to be a graphical feast. All the characters' attacks are rendered in separate 3D clips with full rotation and some scaling. But the feast goes to famine in no time with hard-to-see enemies and boring backgrounds.

The sound likewise leaves you hungry for more. Sappy



PROTIP: If you're not in the heat of battle, take time to search around the 3/4-overhead map for treasure rooms.

"glory" tunes and simple "swoosh" sound effects make for a bland audio outing. Some voice would have really overshadowed this game's flaws.

Nothing on the Next Level

If you sold everything you owned, including your Genesis, to get a Saturn, don't worry, you won't lose out by purchasing the great-looking Mystaria. But if you're still wondering if any worthwhile RPGs are coming out for the next-generation systems...so are we. ■

Mystaria by Sega				
Graphics	Sound	Control	Portability	Challenge
4.0	3.5	4.0	3.5	Int.
Price not available		Multiple views		
CD		Battery save		
Available now		ESRB rating: Kids to Adults		
RPG		1 player		



GAMEPRO HOT PICKS '96

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By Chris Strodder and Tom Russo

Written by two of GamePro's editors, this book gives you over 140 pages stuffed full of the tips, tricks, codes and cheats you need to best your friends and become the ultimate gamer!

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By Corey Sandler

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By John Fisher

All the primal combos and prehistoric moves you'll need are in the Primal Rage Official Player's Guide. This guide in packed with 160 full-color pages of killer tactics, strategies, battle techniques, and finishing moves that will make you ruler of the new birth.

\$10.99 Code: BK-354
Genesis, SNES,
Game Boy, Game Gear

Batman Forever Official Player's Guide



By Corey Sandler

It's a brand new day for the Dark Knight...and a brand new nightmare for Gotham City. This 128-page super-guide contains all the secrets, strategies, and tips you'll need to beat back Two-Face, The Riddler, and their army of thugs. It's a must-have for game lovers and Batman fans alike.

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Game Boy, Game Gear

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BREATH OF FIRE IV

SUPER NES



Continuing The Ongoing Saga!

In this installment, we show you where to find the rest of the party members and the Shaman, then we take you to the final enemy!

By Major Mike

Dragon Powers



From Home Town with Jean, go to Coursair. Enter the church and go to the top floor. Send the tenant, Kay, off to Ruins. Every time you visit

Kay, she gives you a vaccination that protects your party against poison attacks. Then go to the waterfall next to the Wild Cat Restaurant, turn Jean into a frog, and swim down the waterfall. There's an old man in the cave behind the waterfall who unlocks more dragon powers.

Get the Whale



From the waterfall, go south-east to the Whale Cave. Go down into the cave and defeat Munmar, who is making the whale sleep. Get the Whale Bell from the old man in the cave on the beach to the west of the Whale Cave. Now you can travel by sea using the whale.

Get Bleu

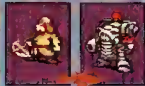


Go back to Ruins and go down into the well. Then go to Guntz and get the engineer (Eichichi) from the main building behind the bookstore. Send Eichichi to Ruins. From

Soul Joining

When you find all the Shamans, these combinations will meet with "Great Success." Other successful combinations are possible, but these are the most powerful.

Bow



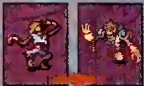
Devil + Holy

Nina



Holy + Wind

Sten



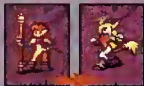
Fire + Wind

Jean



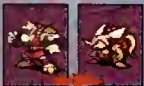
Holy + Water or
Holy + Wind

Kait



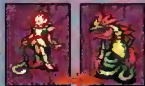
Devil + Fire or
Devil + Water or
Devil + Wind

Rand

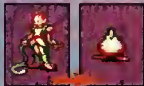


Earth + Fire or
Earth + Holy or
Earth + Water

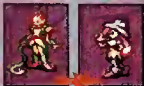
Spar



Devil + Fire

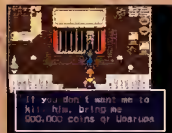


Earth + Holy or
Earth + Water



Water + Devil or
Water + Holy or
Water + Wind

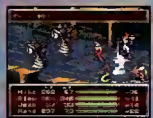
Guntz, go to the carnival at Tunlan and talk to the chief.



From Tunlan, go by whale to the desert in the southeast and talk to the spirits at the oasis. Then return to Home Town and go to the Magic School. On the second floor in the last row of the classroom is Bleu. Talk to her, and she joins the party.



Bleu, the Sorceress



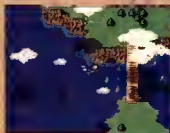
The veteran sorceress from the first game returns. Bleu has powerful magic spells, and her Shed ability enables her to restore health without using spells or potions.

Spar Joins



Go to the Hunter's cabin east of Capitan and enter the woods in back. Fight Alger-

non, then collect the Owl Feather. Ride the whale to the sea cave south of Coursair and catch a Uparapa.



Return to Tunlan and fight M.C. Tusk at the carnival. At the end of the battle, Spar, the Grass Man, joins the party.

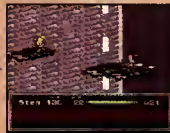
Spar, the Grass Man



When traveling, have Spar lead the party - he can walk through the forests. During battle, he can also summon the assistance of nearby plant life. These powers range from nearby trees attacking enemies to restoration of health.

Sten's Past

Once Spar joins your party, go to the Great Wise Tree in the Great Sea of Trees to the west of Tunlan. Then go to Tunlan and talk to the man at the steps. Go to Highfort to the East with Sten. At the castle, Sten breaks from the others and fights his old friend Trubo.



After defeating Trubo, search the castle and find the rest of

the party. Fight the sentry door and Shupukay, then retrieve the Magic Flute.

Trouble at Tunlan



Using the Famous Flute, you can talk to the people of Tunlan. Return there and find the Princess in the main castle. The doctor is on the island east of Gate in the first cave on the mountain. Find him and return to Tunlan.

Take the letter the doctor gives you to his assistant on the island (make sure you have Sten with you). At the island, talk to the assistant, then climb to the top of the mountain and obtain the mushroom. Return to the assistant. Get the Mirror, return to Tunlan, and fight the demons in the queen's body.

Move from room to room and check for monster activity on the Monster Meter. If the Meter is asleep in a room, then that room has been cleaned of all evil.



When you're done cleaning up, get the Therapy Pillow from the treasure room. Now you can enter the mind of the Great Wise Tree.



To enter the Memory Tower, talk to the Inhabitants of all three towns, then return to the town you were initially teleported to. Climb to the top of the tower and fight Aruhamel. To leave the Great Wise Tree's mind, talk to the Armory merchant in the town on the hill.

Rand's Quest



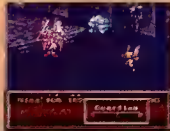
After talking to the Great Wise Tree, go south to the fog-filled canyon. Then take the whale and go to Sky Tower. At the tower, find the Wind Shaman, Spoor. Now you can enter the canyon and reach Farm Town. After talking to Rand's mom, Daisy, go to Namada and make a donation. Donate at least 17 times while you're there, then have the worshippers ring the bell. Return to Farm Town where Rand fights the Paladin.



Nina & Mina



Next stop: Windia. Have Nina lead the party when you enter the castle. Go to the basement and retrieve the Mark of the Wing after fighting the guardian.



After Mina changes into the Great Bird, you can travel anywhere by air.



Mina, Nina's Wings



Nina's sister plays a vital role when she turns into the Great Bird. She can fly to islands and other areas that are otherwise inaccessible.

The Resistance

From Windia, travel to Evrai and meet Claris. After escaping the city, go to Cot Land, which is south of Farm Town (Katt must be with you when



you enter Cot Land). Talk to Tiga, then go off to the Thieves Tomb, which is southwest of Highfort. Have Nina lead the party in the tomb.



At the tomb, find Patty below, and return to Cot Land. Don't bother putting up too much of a fight with Tiga when you come up against him—he's almost impossible to kill.

The Battle with Ray

Talk to the Wise Tree northwest of Namada. Then go to Namada and donate at least 17 times. Go to Brando, into the basement, and fight Mason. After defeating Mason, go to Home Town and make a donation at the church to



learn the teachings of St. Eva. Then go to Evrai and meet Tiga. Enter the main church.



Chase Habaruku and fight Ray. During the battle, you receive the Golden Dragon power. At the top of the tower, fight the archers. After falling to the basement, find the machine and destroy it. Note: If you destroy the machine and the man hooked to it, you will get a different ending than if you destroy only the machine.



Nearing the End



After you return to Ruins, go down into the well. Have the engineer move the town next to Gate. Then go back to Farm Town and find the Earth Shaman, Solo. You can also find the Holy Shaman, Seny, in the basement at Brando. Return to Gate and talk to the



Wise Tree to the east. Go back to Gate and to the back mountain (make sure you go to the back mountain in daylight). Go to Cot Land, then the Wild Cat Restaurant. From there, go to Ruins and find Patty in a room in the main house. Go to the back mountain at Gate and fight Babaruku.



When you defeat Babaruku, a decision must be made: Do you enter the cave and destroy the demon, or do you wait for him to awaken? If you wait, you will get an immediate ending. Before entering the mountain, get Shin, the Devil Shaman, located behind the cave door to the left.



Next month: We show you how to finish the game, plus the various endings. **G**

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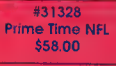
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DONKEY KONG COUNTRY 2 DIDDY'S KONG QUEST

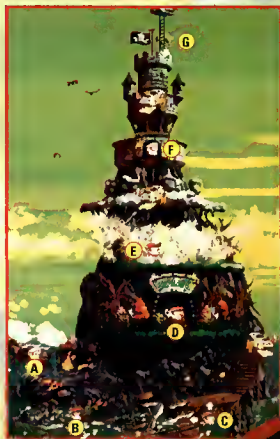
**SUPER NES
PROSTRATEGY
GUIDE**

Law of the Wild

Burst into the jungle with Dixie and Diddy Kong in Donkey Kong 2: Diddy's Kong Quest! In this ProStrategy Guide, we show you where to find hidden items and how to deal with Kaptein K. Rool himself!

By Major Mike

THE LONG JOURNEY TO DONKEY KONG



Key Locations

- (A) Gangplank Galleon
- (B) Crocodile Cauldron
- (C) Krem Quay
- (D) Krazy Kremland
- (E) Gloomy Gulch!
- (F) K. Rool's Keep
- (G) The Flying Krock

LOST WORLD



Lost World Areas & Entry Points

- (A) Jungle Jinx
(from Crocodile Cauldron)
- (B) Black Ice Battle
(from Krem Quay!)
- (C) Klobber Kamage
(from Krazy Kremland)
- (D) Fiery Furnace
(from Gloomy Gulch)
- (E) Animal Antics
(from K. Rool's Keep)
- (F) Kong Kollege
- (G) Exit Lost World

You can enter Lost World from various other stages. With each successfully completed Lost World stage, a piece of the bridge that leads to the volcano island falls into place.

Pay Your Way to the Lost World

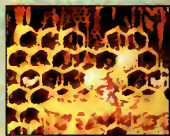


Whenever you get 15 Kremkoin (from the bonus levels), go to Klubba's Kiosk. Give Klubba the 15 Kremkoin, and you can go to one of the areas in the Lost World.



GENERAL HINTS

Honey Walk



When you piggyback with a partner, you can walk across sticky surfaces in the hornet's hive levels.

Bramble Scrape



When you fly with Squawks, he can touch the bramble below – but only if he is carrying Diddy or Dixie.



LEVEL 1 Gangplank Galleon



Key Areas

- | | |
|-----------------------|----------------------------|
| (A) Pirate Panic! | (F) Lockjaw's Locker! |
| (B) Gangplank Galley! | (G) Swanky's Bonus Bonanza |
| (C) Kong Kollege | (H) Topsail Trouble |
| (D) Mainbrace Mayhem! | (I) Funky's Flights II |
| (E) Monkey Museum | (J) Krow's Nest |

Gangplank Galley! Special Warp



At the beginning of this stage, there's a warp just to the right of the Bonus Barrel (off-screen). This is a shortcut to the end of the stage.

Boss: Krow's Nest



Krow grabs eggs out of his nest and drop them on you. As they bounce on the deck, jump on them, pick them up, and throw them at Krow. After Krow's hit twice, he slams into the nest, making eggs fall out. Grab the egg that lands on the mast and throw it at him again. Krow takes a total of four hits to down. If you are quick enough, you might snag the two Banana Bunch Coins over Krow's nest.

LEVEL 2 Crocodile Cauldron



Key Areas

- | |
|----------------------------|
| (A) Hot-Head Hop! |
| (B) Swanky's Bonus Bonanza |
| (C) Kannon's Klaim |
| (D) Funky's Flights II |
| (E) Lava Lagoon |
| (F) Red-Hot Ride! |
| (G) Monkey Museum |
| (H) Squawks Shaft |
| (I) Kleeve's Kiln |
| (J) Kong Kollege |
| (K) Klubba's Kiosk |



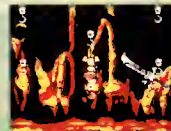
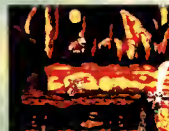
Kannon's Klaim



The Hero Coin is in the first bonus level. At the start of the bonus level, use Dixie's helicopter and glide to the platform on the right.



Boss: Kleeve's Kiln



Kleeve starts his attacks with three fireballs, then it's your turn to retaliate with a Kannonball. After you nail him with the ball, hooks drop from above. Use them to go to the other side where there's another island and a Kannonball. After three hits with the Kannonball, the sword breaks loose and chases you (however, you must still jump from side to side and hit it with a Kannonball). Dixie works best for the last part – she can hold the ball with her hair, protecting her when the sword descends (and scoring a hit).

LEVEL 3

Krem Quay!



Key Areas

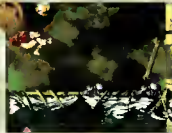
- (A) Barrel Bayout!
- (B) Glimmer's Galleon!
- (C) Kong Kollege
- (D) Funky's Flights II
- (E) Monkey Museum
- (F) Krockhead Klamber!
- (G) Rattle Battle!
- (H) Klubba's Kiosk
- (I) Slime Climb!
- (J) Swanky's Bonus Bonanza
- (K) Bramble Blast!
- (L) Kudgel's Kontest

Glimmer's Galleon!

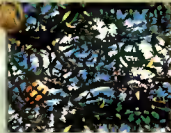


At the beginning of the stage, swim directly up. There's a bonus room above to the right. However, if you swim up and over the bonus room, you find a series of hidden rooms containing several bananas and a Hero Coin!

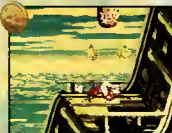
Slime Climb!



Bramble Blast!



Rattle Battle!



You can reach a bonus area at the very start of this stage. Piggyback and throw your partner up, and the Barrel Kannon shoots you to a ledge with the Bonus Barrel.

You can get to the Hero Coin after the second bonus area (the one where you use the Kannonball). Upon exiting the bonus area, piggyback and get the Exclamation Point Barrel overhead. Then swim under the End of Level Target to the right and get the coin.

Near the end of the stage, there's a horizontal zigzag of bramble with a trail of bananas. At the end is a Flitter. Fire out of the barrel and bounce off the Flitter into a Barrel Kannon. When the Barrel Kannon launches you to the right, you land on another Flitter. After hitting the Flitter, immediately pull to the left and fall down a short pit with another Barrel Kannon at the bottom. This Kannon launches you up and onto Squawks' back. Now you can fly over and get the Hero Coin.



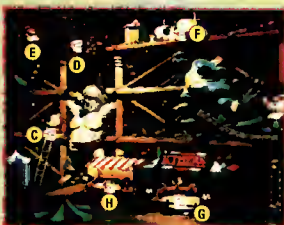
Boss: Kudgel's Kontest Klubba's Bouncing Relative



He looks just like Klubba, only darker. This goon has an easy pattern. First, he drops from above three times. Whenever he lands, jump because his ground stomp can freeze you temporarily. After the third drop, get away from him before he swings his club at you. After his swing, a TNT Barrel falls. Grab the barrel and throw it at Kudgel when he reappears. After the third set of three jumps, Kudgel does short jumps in the air and doesn't go offscreen any more, so stay on your toes!



LEVEL 4 Krazy Kremland



Key Areas

- (A) Hornet Hole
- (B) Kong Kollege
- (C) Target Terror!
- (D) Bramble Scramble!
- (E) Funky's Flights II
- (F) Rickety Race!
- (G) Monkey Museum
- (H) Swanky's Bonus Bonanza
- (I) Mudhole Marsh!
- (J) Klubba's Kiosk
- (K) Rambli Rumble
- (L) King Zing Sting

Target Terror!

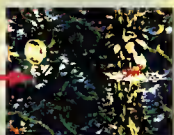


The second bonus level is after the Star Barrel. When the Kutlass appears in front of you and drops off the track, follow him. There's a hidden track below with a bonus level.

Bramble Scramble!



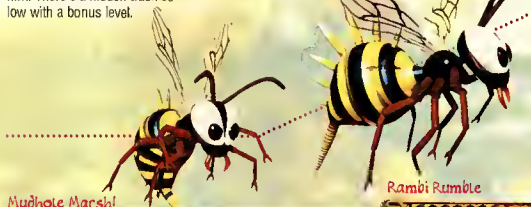
At the Star Barrel, you can jump through the bramble to the right. Then, as Squitter, make your way upward to an opening in the bramble to the left that's horizontally level with the Hero Coin.



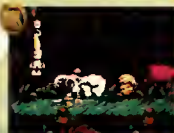
Rickety Race!



The Hero Coin is near the end of the race. Derail the last Kutlass at the end of the ride, and the Hero Coin is all yours.



Mudhole Marsh!



Don't bother searching for the Hero Coin here – it's at the End of Level Goal. When you reach Klump (who is facing right), jump over him and use the barrels as a springboard to get the coin. The coin shows up briefly after the bunch of bananas, so timing is essential.



Rambi Rumble



After the Star Barrel, stop at this cave (if you go in, you will be turned into Rambi). There are two invisible hooks above you. Jump up to them and go over the hill to the right to get the Hero Coin.

Boss: King Zing Sting



As Squawks, the only way to harm Zing is to nail him from behind (hit his stinger). At first this is easy, but Zing gradually speeds up. After the second and fourth hits, Zing fires stingers in a radius three times, so keep your distance after hitting him. Following the sixth hit, he turns into a regular-sized Zinger, but has four guards. Each of his guards takes only one hit, while Zing takes two, but you must get rid of the guards first.

LEVEL 5 Gloomy Gulch!



Key Areas

- (A) Ghostly Grove!
- (B) Monkey Museum
- (C) Haunted Hall!
- (D) Gusty Glade!
- (E) Kong Kollege
- (F) Swanky's Bonus Bonanza
- (G) Parrot Chute Panic!
- (H) Klubbias Kiosk
- (I) Web Woods!
- (J) Funky's Flights II
- (K) Kreepy Krow

Ghostly Grove!



At the "O," use Dixie to helicopter off the cliff toward the right. Then, when you're just past the tip of the cliff, pull toward the left. There's a Blast Barrel down there that jettisons you to the Hero Coin.

Haunted Hall!



The Hero Coin? It's at the end of the stage in the opening to the left of the goal.

The Two Bonus Levels



After the second gate, jump onto the track before the droptoff. Then, jump again before going into the tunnel. This takes you to yet another hidden bonus level!

Gusty Glade!



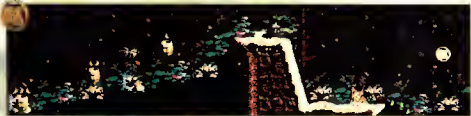
At the beginning of the stage, piggyback over the mountain to the left, and you can find Ratty.

Parrot Chute Panic!



An easy find. At the beginning of the stage, jump off the cliff and helicopter to the left. The coin is on a small ledge.

The stage is much easier if you use the snake – his jumping abilities make navigating the various mountains a snap. Just be careful when the wind starts blowing.



To get the Hero Coin in this stage, use Dixie's helicopter spin to fly off the tall cliff toward the right.

Web Woods!



The two bonus levels are difficult to find. After turning into Squitter, notice the arrow of bananas pointing to the left. Past the arrow (to the right) is Klump with a Kannon. Walk up to Klump and wait for him to fire a slow cannonball to the left. If you follow the Kannonball using web bridges, it will blow a hole in the cliff and reveal the bonus stage. There's another bonus near the end that is revealed the same way. Don't bother searching for the Hero Coin – it's at the End of Level Goal.

Boss: Kreepy Krow Back for More!



Krow returns. Although he's a ghost, he can still be harmed. For the first part of his attack, he sends little vultures at you. After jumping on them, a barrel appears. Throw the barrel at Krow, and hooks drop from above. Climb up to the rope ladder, but be careful—eggs drop from above and some are even launched from the sides. At the next platform, repeat what you did in the first part, then climb up while dodging more eggs. The last part is the same as the first, only your enemies are faster.

LEVEL 6 K. Rool's Keep

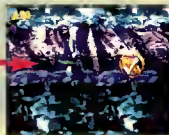


Key Areas

- (A) Arctic Abyss
- (B) Monkey Museum
- (C) Windy Well
- (D) Kong Kollege
- (E) Klubba's Kiosk
- (F) Castle Crush!
- (G) Clapper's Cavern!
- (H) Funky's Flights 'R'
- (I) Chain-Link Chamber!
- (J) Swanky's Bonus Bonanza
- (K) Toxic Tower!
- (L) Stronghold Showdown

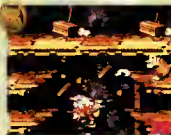
K. Rool's castle! It's loaded with nasty traps, but here are some highlights, including where to find the elusive Hero Coins.

Arctic Abyss



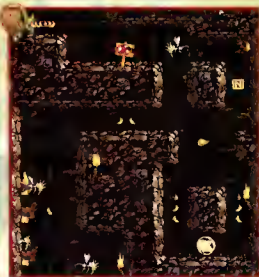
After the Star Barrel, there's a stretch leading up that's filled with Shuri. At the top, charge up Enguarde and swim to the right. The water drops, but the momentum should be enough to let him get the coin.

Windy Well



Past the Star Barrel, after the vertical passage with the two Krooks on the right, you can get the Hero Coin. To get it, stand on the ledge above the two Krooks, and run and jump off to the right. Keep pulling to the right as you float. You should float under the two Zingers and get the coin while you ascend.

Castle Crush!



If you move fast enough, you can get the Hero Coin. At the Star Barrel, as Squawks, fly up as fast as you can before the rising floor seals the coin off.

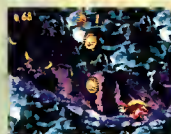
Clapper's Cavern!



Goodies Galore



At the beginning of the stage, jump up onto the hook and move to the right. There's a cave with a bonus level. Complete the bonus level, and when you exit, piggyback your partner up to a hook offscreen. This leads up to a Hero Coin.



After the Star Barrel, there's a single banana above you. Grab it to become temporarily invincible. Jump off the ice cliff and swim below—there are several Banana Coins and other items to collect.



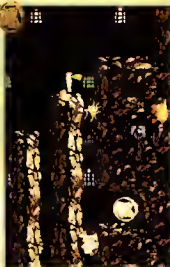
Donkey Kong 2

Chain-link Chamber! Exclamation Point Barrel



An Exclamation Point Barrel is hidden in the wall just before the chain grid that is loaded with Zingers. If you grab it, it'll make navigating the grid easier.

Toxic Tower!



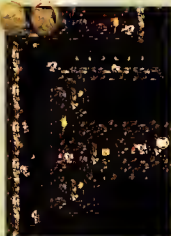
The Hero Coin is down a narrow shaft covered by a Zinger. Jump on the Zinger, fall down the shaft, and get the coin. A Barrel Kannon at the bottom blasts you back up.

Bonus Level



When you change into Squitter, you find a Zinger in the room against the wall to the right. Shoot the Zinger and collect a single banana. Building web bridges, you can walk through the wall at that banana that leads to a Bonus Barrel.

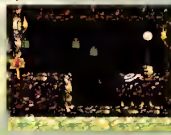
Tricky Bonus Level



On your way up to the two Klumps with Kannon, there's a secret passage to the right at the single banana with the letter "N" and the Hero Coin! There's also a bonus level in the cave by the two Kannon. After successfully navigating to the top of the two parallel vertical chains, move to the right. Climb up the chain, then jump into the wall that is level with the two Klumps to find a hidden entrance. Dispatch the two Klumps and enter the cave for the bonus level.



Life at the Top



Upon reaching the top, don't be in a hurry to tag the goal. There's a Green Balloon hidden up here. Jump on the chain and helicopter past the goal to the right. The toxic goo recedes. There is a small corridor under the End of Level Goal that has an invisible Green Balloon at the end of it.

Stronghold Showdown



There are two Banana Coins and a Red Balloon in the offscreen space above. Use piggyback throws to find them.

LEVEL 7 The Flying Krock



This is it—the final showdown...or is it? After racing Screech, take on K. Rool!

Key Areas

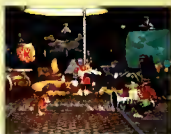
- (A) Screech's Sprint
- (B) K. Rool Duel
- (C) Kong Kollege
- (D) Funky's Fights II

Screech's Sprint Beating Screech



The Hero Coin is located past the first banana arrow that is pointing down. Go right past the arrow along the narrow corridor and then down. Get the coin, then go down into the Barrel Kannon. You should get jettisoned back into the race. As for the race, your opponent, Screech, isn't slowed by Zingers and other flying obstacles. However, he is incredibly slow on turns, and that's where you can zoom ahead.

K. Rool Duel



K. Rool uses a blunderbuss, which fires a variety of items. He always attacks three times, then gives you an opportunity to retaliate after each third attack. The objective is simple: When his gun turns into a vacuum, throw the cannonball he leaves you into it. The gun blows up on him, but be aware that a shot is still fired. After every third attack, a DK Barrel shows up so you can replace your fallen buddy. Finally, never get close to K. Rool because he uses his gun like a baseball bat, too!

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THE FIGHTER'S EDGE

Tournament-Winning Combos and Strategies

PlayStation

STREET FIGHTER ALPHA

Part
Two

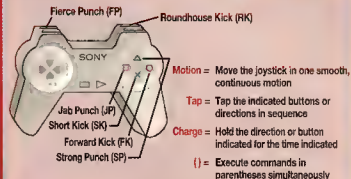
for Ken, Ryu, Chun-Li, Charlie, Adon, and Birdie. In this installment, you'll find a complete breakdown of the rest of the fighters — including the hidden ones.

By Bruised Lee

(Special thanks to David Gracia and Darren Yager)



Controller Legend



Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

Linking Moves

Following is a list of moves each character can link together to form combos (except M. Bison, who has no known linking moves). These chain moves can be interrupted by a two-in-one with some special and even super moves.

Akuma

Standing JP to a standing SP to a crouching RK

Crouching SK to a crouching RK

Crouching SK to a crouching FK to a crouching RK

Guy

Standing JP to a standing SP to a standing FP to a standing RK

Crouching SK to a crouching FK to a crouching RK

Dan

Standing JP to a standing SP

Crouching JP to a crouching SP

Sagat

Standing JP to a standing SP to a standing RK

Standing JP to a standing SP to a crouching RK

Sodom

Standing JP to a standing FK to a standing RK

Standing JP to a standing SP to a crouching RK

Standing SK to a standing FK to a standing RK

Standing SK to a standing FK to a crouching RK

Rose

Crouching SK to a crouching FK to a crouching RK

General Strategies

Here are some basic skills you should know when playing these fighters.

Akuma



As Akuma, constantly assault your opponent with jab and fierce air fireballs. Akuma's wide variety of attacks and supers is another strength. His attacks have slightly different timing than the other characters' and take practice to master. In the hands of a master, however, Akuma is a force to be reckoned with.

Guy

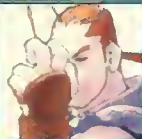
Basically a ground-based fighter, Guy's enormous jump prevents him from



using the air as a viable means of attack. When fighting at a distance, two-in-one Guy's standing forward with his fierce Bushido Leap. Also, use his forward and roundhouse Rising Spin Kick to go through projectiles and to counter low attacks. When in close, change up his overhead attack (forward and strong) with his sweep/slide (crouching forward to crouching roundhouse) to confuse opponents.

Dan

Dan is a worthless character and is in the game as a parody of Neo-Geo fighting games. He has a few moves that can be linked, but his Gale Kick is too slow. Put bluntly: Dan just sucks.



Sagat

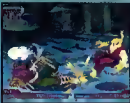
Sagat is slower in SFA than in any other version



of SF. Also, his jump is low and so abrupt that crossing up with combos is difficult. The ideal way to play him is defensively. Constantly assault an opponent with low and high fireballs and counter jumps with a standing roundhouse. If you corner an opponent, throw fireballs along with an occasional standing roundhouse to keep them trapped.

Sodom

Sodom's fighting is all about in-close corner pressure. Use his slide



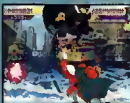
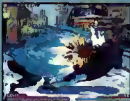
(crouching roundhouse) to counter close projectiles and apply his standing short/standing forward/standing roundhouse combo as an opponent rises. Follow the combo with an uppercut or slide to keep them trapped. If an opponent tries a low attack after Sodom has been knocked down, use his Jitte Super—it goes through just about anything (except Rose's crouching jab).

Rose



Rose is a very reactive character. Her fireball is weak offensively, but is useful for countering projectiles. Her Soul Reflect can effectively absorb or reflect projectiles, allowing an occasional counter-attack. Her Soul Catch is perfect for countering most jump attacks, except those with high-hitting priority (such as Ryu, Ken, Akuma, and Chun-Li's jumping short and Sodom's jumping forward). Any of her jumping kicks works well against a fallen opponent because it's difficult to time uppercuts and flash kicks as the opponent is rising.

Bison



M. Bison's lack of combos is compensated by the massive damage his regular and super attacks inflict. His Head Stomp is a great way to counter projectiles, while his Scissors Kick is an effective way to repel an attacker that is closing in. His jab fireball is another strength: Use it on large characters; its slow speed makes it difficult for them to correctly time jumps.



Akuma

Devastating Combos

Hidden Characters



Six-Hit Hurricane Juggle Combo



Tap JP



Tap SP



Tap FP, two-in-one



Motion ↓ ↵ ← RK



Standard Five-Hit Combo



Jump in deep, tap FK



Hold ↓, tap JP



Hold ↓, tap SK



Hold ↓, tap FK, two-in-one



Motion ↗ → FP

Three-Hit Quick Takedown Combo



Hold ↓, tap SK



Hold ↓, tap FK



Hold ↓, tap RK

Four-Hit Reigning Roundhouse Combo



Jump in deep, tap FK



Tap JP

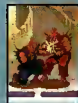


Tap RK, two-in-one



Motion ↓ ↗ → FP

Four-Hit Frozen Buffalo



Hold ↓, tap JP



Tap FK, two-in-one



Motion ↓ ↵ ← FK



The Captain Hollywood

Note: Your Super bar must be at Level Three to register all the hits.

12-Hit Super



Cross up, tap FK



Tap JP



Tap SK



Tap FP, two-in-one



Motion ↓ ↗ → (JP SP FP) for eight hits

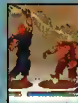
Four-Hit Fast Power Combo



Jump in deep, tap SK



Hold ↓, tap JP



Hold ↓, tap FP, two-in-one



Motion ↗ → FP

Special Moves

Overhead Chop

Tap (→ SP)

Spin Kick

Tap (→ FK)

Diving Kick

At the peak of jumping in, tap (↓ FK)

Fireball

Motion ↓ ↗ → any punch

Red Fireball

Motion ← ↵ ↓ ↗ → any punch

Air Fireball

While jumping, motion ↓ ↗ → any punch

Hurricane Kick

Motion ↓ ↵ ← any kick

Dragon Punch

Motion ↓ ↗ any punch

Forward Roll

Motion ↓ ↵ ← any punch

Air Roll

Motion ↓ ↗ → any punch

Teleport

Motion → ↓ ↗ (JP SP FP) or (SK FK RK), or motion ← ↵ (JP SP FP) or (SK FK RK)

Alpha Counter

Motion ← ↵ ↓ any kick

Super Moves

Vacuum Fireball

Motion → ↗ ↓ ↵ ← ↗ ↓ ↵ ← any punch

Rising Dragon Wave

Motion ↓ ↗ ↓ ↗ ↓ ↗ any punch

Aerial Vacuum Fireball

While in the air, motion ↓ ↗ ↓ ↗ ↓ ↗ any punch

More Devastating Combos

Three-Hit Classic

Jump in deep, tap RK, hold ↓, tap FK, two-in-one, motion ↓ ↗ → FP

Three-Hit Hurricane

Jump in deep, tap FP, hold ↓, tap FP, two-in-one, motion ↓ ↗ ← SK

Guy



Devastating Combos

Fists of Fury Combo



Tap JP



Tap JP



Tap JP



Tap SP



Hold ↓, tap FP

Motion ↓ ↓ →
FK, tap FKAnother
Devastating
ComboThree-Hit
Rising KickTap SP, two-in-one,
motion ↓ ↓ ← FK
for two hits

Four-Hit Sweep



Tap JP



Hold ↓, tap SK



Hold ↓, tap FK



Hold ↓, tap RK

Slide Tackle Combo



Hold ↓, tap JP



Tap SP

Hold ↓, tap FP,
two-in-oneMotion ↓ ↓ →
FK, tap FK

Eleven-Hit Super Bushido Rage

Note: Your Super bar must be at Level Three to register all the hits.

Jump in deep,
tap RK

Tap JP



Tap JP



Tap SP, two-in-one

Motion ↓ ↓ →
↓ ↓ → (SK FK
RK) for seven
hits

Super Moves

Bushido Rage

Motion ↓ ↓ ↓ ↓ → any kick

Bushido Jump

Motion ↓ ↓ ↓ ↓ → any punch

Special Moves

Overhead Slam

Tap (→ SP)

Elbow Drop

While in the air, tap (↓ SP)

Bushido Run

Motion ↓ ↓ → any kick

Note: Push the following
kick button to execute a
move at the end of the run:
SK stops without attacking;
FK is a running slide kick;
RK is a short jump kick.

Bushido Leap

Motion ↓ ↓ → any punch

Note: Tapping a punch button
during the move causes Guy
to perform the Drapping
Elbow Attack. If Guy is above
his opponent, tap Punch, and
he throws them.

Rising Spin Kick

Motion ↓ ↓ ← any kick

Alpha Counter

Motion ← ↓ ↓ any kick

Dan

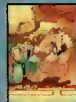
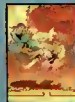
4-Hidden
Characters

Devastating Combos

Marginally Acceptable Five-Hit Combo

Cross up, tap
FK

Tap JP

Hold ↓, tap SP,
two-in-one

Motion ← ← FK



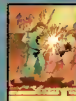
Poor Eight-Hit Super Combo

Note: Your Super bar must be at Level Three
to register all the hits.

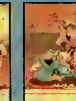
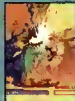
Cross up, tap FK



Tap JP



Tap SP

Cross up, tap
FKHold ↓, tap SK,
two-in-oneMotion ↓ ↓ ↓
↓ ↓ → (SK FK
RK) for six hits

Super Moves

Vacuum Fireball

Motion ↓ ↓ ↓ ↓ →
any punch

Rising Dragon Wave

Motion ↓ ↓ ↓ ↓ →
any kick

Fury Kick

Motion ↓ ↓ ← ↓ ↓ ←
any kick

Special Moves

Fireball

Motion ↓ ↓ → any punch

Dragon Punch

Motion ↓ ↓ ↓ any punch

Gale Kick

Motion ↓ ↓ ← any kick

Alpha Counter

Motion ← ↓ ↓ any kick

More Devastating Combos

Three-Hit Sorry-Fireball Combo

Jump in deep, tap RK, hold ↓, tap JP,
two-in-one, motion ↓ → FP

Generic Three-Hit Combo

Jump in deep, tap RK, tap SK, two-in-one, motion → ↓ ↓ FP

Sagat

Super Moves

Tiger Genocide

Motion ↓ → ↓ → any kick

Tiger Cannon

Motion ↓ → ↓ → any punch

Tiger Raid

Motion ↓ ← ↓ ← any kick

Four-Hit Tiger Kick Combo



Jump in deep,
tap RK



Tap JP



Tap SP



Tap RK

Seven-Hit Rising Tiger



Cross up, tap
SK



Tap JP



Tap SP, two-in-
one



Motion ↓ →
FP

Four-Hit Jitte Scissors



Jump in deep,
tap RK



Tap JP



Hold ↓, tap FP,
two-in-one



Motion → ↓ →
FP

Four-Hit Face Plant



Jump in deep,
tap FP



Tap JP



Tap SP



Tap FP

Five-Hit Carpet Bomber



Cross up, tap
RK



Tap SK



Tap FK



Tap RK

Devastating Combos

Nine-Hit Super

Note: Your Super bar must be at Level Three to register all the hits.



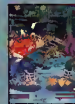
Jump in deep,
tap FP



Tap SK



Tap FK, two-in-
one



Motion ↓ → ↓ →
(JP SP FP) for six hits

Another Devastating Combo

Three-Hit Jitte Chop

Jump in deep, tap RK, tap JP, two-in-one, motion → ↓ → SP

Super Moves

Mega Jitte Slice

Motion ↓ → ↓ → any punch

Mega Power Bomb

Motion two 360-degree circles starting from any direction and any punch

Another Devastating Combo

Three-Hit Tiger Combo

Jump in deep, tap RK, hold ↓, tap FK, two-in-one, motion ↓ → RK

Special Moves

Low Tiger Shot

Motion ↓ → any kick

Tiger Claw

Motion → ↓ → any punch

Tiger Crush

Motion → ↓ → any kick

High Tiger Shot

Motion ↓ → any punch

Alpha Counter

Motion ← ↓ → any kick

Sodom

Nine-Hit Super

Note: Your Super bar must be at Level Three to register all the hits.



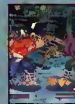
Jump in deep,
tap FP



Tap SK



Tap FK, two-in-
one



Motion ↓ → ↓ →
(JP SP FP) for six hits

Another Devastating Combo

Three-Hit Jitte Chop

Jump in deep, tap RK, tap JP, two-in-one, motion → ↓ → SP

Super Moves

Mega Jitte Slice

Motion ↓ → ↓ → any punch

Mega Power Bomb

Motion two 360-degree circles starting from any direction and any punch

Special Moves

Slide Kick

Tap (↓ RK)

Jitte Slice

Motion → ↓ → any punch

Power Bomb

Motion ↓ → → any punch

Carpet Bomb

Motion ↓ → → any kick

Alpha Counter

Motion ← ↓ → any punch

Hose

Devastating Combos

Six-Hit Takedown Combo



Cross up, tap FK

Hold ↓, tap JP

Hold ↓, tap JP

Hold ↓, tap SK

Hold ↓, tap FK

Hold ↓, tap RK

Another Devastating Combo

Three-Hit Soul Upper Combo

Jump in deep, tap RK, hold ↓, tap JP, hold ↓, tap FP

Four-Hit Cartwheel Combo



Jump in deep, tap FP

Hold ↓, tap JP

Hold ↓, tap JP

Tap RK

Four-Hit Soul Fist Combo



Jump in deep, tap FK

Hold ↓, tap JP

Hold ↓, tap SK

Hold ↓, tap SP

Seven-Hit Super Soul Rush Combo

Note: Your Super bar must be at Level Three to register all the hits.



Jump in deep, tap FP

Hold ↓, tap JP

Hold ↓, tap SK

Hold ↓, tap FK, two-in-one

Motion ↓ → ↓ → (JP SP FP)

Super Moves

Aura Soul Spark

Motion ↓ ↓ ↓ ↓ ↓ ← any punch

Aura Soul Catch

Motion ↓ → ↓ → ↓ → any punch

Soul Illusion

Motion ↓ → ↓ → ↓ → any kick

Special Moves

Slide Kick

Tap (↘ FK)

Soul Spark

Motion ↓ ↓ ↓ → any punch

Soul Catch

Motion → ↓ ↓ any punch

Alpha Counter

Motion ← ↓ ↓ any punch

Soul Reflect

Motion ↓ ← any punch

Note: Press JP to absorb projectiles into your Super meter, SP to reflect projectiles back; and FP to reflect projectiles up diagonally.



Devastating Combos

Hidden Characters

Hyper Combo



Jump in deep, tap RK

Tap RK

King Combo



Hold ←, tap SK, two-in-one

Tap (→ RK)

Monster Combo



Hold ←, tap SK, two-in-one

Tap (→ FP)



Super Moves

Knee Press

Charge ← two seconds, tap →, ←, (→ any kick)

Psycho Crusher

Charge ← two seconds, tap →, ←, (→ any punch)

Special Moves

Teleport

Motion → ↓ ↘ (JP SP FP) or (SK FK RK), or motion ← ↓ ↓ (JP SP FP) or (SK FK RK)

Alpha Counter

Motion ← ↓ ↓ any punch

Head Stomp

Charge ↓ two seconds, tap (↑ any kick)

Demon Flight

Charge ↓ two seconds, tap (↑ any punch)

Scissors Kick

Charge ← two seconds, tap (→ any kick)

Psycho Aura

Charge ← two seconds, tap (→ any punch)



Johnny Ballgame's Exclusive Playbook to

Genesis ProStrategy Guide



Madden NFL '96

GamePro gives you a peek into the playbook of the NFL teams, pointing out the seven best offensive and three best defensive plays.

By Johnny Ballgame

Four Super Strategies

Offense



On offense, move players around so that your opponent can't key in on your stars. For example, at the Substitution screen, switch the sides of your receivers in a couple of formations. Or, if you have a couple of running backs who are of equal strength, try to use one in the I formation while using the other in Pro, Far/Near, and so on. Don't be afraid to substitute a wide receiver for a halfback - the change of speed might throw your opponent off. You should also substitute in a wide receiver for the slower-footed wide ends.



Set your audibles so that, on offense, you have one running play

(I Form Toss or Pro Off Tackle), one short passing play (the Pro Double Flare works well), and one bomb (I Form Slant and Go or Madden Bomb). This way, no matter what defense you're up against, you have a counterattack. On defense, try and pick one base (4-3 or 3-4), one pass defense (nickel or dime), and one play against the run.

Defense



The best defensive strategy, no matter what the formation, is using a defensive lineman to rush the QB - especially if you substitute a defensive back (safety or cornerback) for a lineman. It's a bit of a cheap move, but it works. If the play is a run, you're in the front line to stop it; if it's a pass, you go for the sack. If the QB gets the pass off, press Button C to throw your hands up and try to deflect the ball. Then press Button B to switch to one of the defensive

Hidden Teams

Enter these button presses at the team-select screen.

CBBBB: NFC Pro Bowl
CBACBA: AFC Pro Bowl
CBABCA: Hall of Fame 1
CBACAC: Hall of Fame 2

CBBAAB: All-Madden '95
ABCBBAC: '93 Cowboys
ACCBACC: '66 Packers
BACCCAA: '84 Dolphins
BCABBCA: '68 Jets
BCBBCAC: '78 Steelers

backs. Press Button C when the ball comes toward you and try for the knockdown or interception.

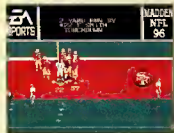
Passing Plays



On passing plays, if your QB has an open lane to run, take it and try for the first down. You can rack up a lot of yards this way if you have a speedy scrambler like Young, Cunningham, or Blake as your leader. Be careful not to do this too much, or you might lose your QB to injury. When you're the

receiver, hit Start while the ball is in the air to push the defenders out of the way. You can often make catches in double coverage using this technique.

Stars



Whenever the game is on the line and you need a big play, look to your stars to win for you in the clutch. The game is based on reality, and the big-time players - like Rice, Marino, Smith - have the best chance of winning the ballgame.

San Francisco 49ers



PROTIP: Use the PA Pass to J. Rice for a first down in clutch situations.

Offense

- (Pro) Cross Pass
- (I) Slant 'n' Go
- (Shotgun) All In
- (Shotgun) Deep Outs
- (Single) PA Pass
- (Pro) Quick Outs
- (Madden) Slant

Defense

- (4-3) 46 Fire
- (4-3) Contain
- (4-3) Breaker

San Diego Chargers



PROTIP: The Flex Bomber puts heated pressure on the QB.

Offense

- (Pro) HB Sweep
- (Far/Near) Off Tackle
- (Shotgun) QB Waggle
- (Run and Shoot) Curis
- (I) 36 Slam
- (Run and Shoot) Quick Posts
- (Madden) Toss Left/Right

Defense

- (4-3) Flex Bomber
- (4-3) Bear Attack
- (3-4) LB Blitz

Pittsburgh Steelers



PROTIP: Put K. Stewart in as the QB and run the Wishbone. This play is the best Goal Line play and almost always works on the two-point conversion.

Offense

1. (Goal Line) Wishbone
2. (Far/Near) Rollout
3. (I) 36 Slam
4. (Far/Near) Off Tackle
5. (Pro) HB Trap
6. (Run and Shoot) Hook 'n' Go
7. (I) PA Streaks

Defense

1. (3-4) LB Blitz
2. (3-4) Ace Flush
3. (3-4) Viper Strike



Madden NFL '96

Buffalo Bills



PROTIP: Use the All Streak to find A. Reed deep or #34 down the middle.

Offense

1. (Single) HB Screen
2. (Far/Near) Flood
3. (Pro) HB Toss
4. (Madden) Slant
5. (Pro) All Streak
6. (Shotgun) QB Waggle
7. (Shotgun) Deep Outs

Defense

1. (4-3) Wrangler
2. (Nickel) Outs
3. (4-3) Breaker

Oakland Raiders



PROTIP: Substitute J. Jett in at HB and watch him fly.

Offense

1. (Shotgun) QB Waggle
2. (Madden) Bomb
3. (Shotgun) Deep Outs
4. (Run and Shoot) Quick Posts
5. (Madden) Slant
6. (Shotgun) All In
7. (Madden) Toss

Defense

1. (4-3) 46 Fire
2. (4-3) 46 Dragon
3. (Nickel) 3 Deep

Miami Dolphins



PROTIP: The biggest play in the Miami arsenal is the Quick Out to T E. Green.

Offense

1. (Far/Near) FB Screen
2. (Pro) Quick Outs
3. (Far/Near) Flood
4. (Shotgun) QB Waggle
5. (Shotgun) Deep Outs
6. (I) Flats
7. (Madden) Sideline

Defense

1. (4-3) 46 Fire
2. (4-3) Wrangler
3. (4-3) 3 Deep

Dallas Cowboys



PROTIP: If you toss the ball to E. Smith, he'll eventually break for a long run.

Offense

1. (Madden) Toss Left/Right
2. (Pro) All Streak
3. (Run and Shoot) PA Pass
4. (Shotgun) Deep Outs
5. (Far/Near) Off Tackle
6. (Madden) Slant
7. (Single) HB Screen

Defense

1. (4-3) Cowboy SE
2. (4-3) C-Boy Zone
3. (Nickel) Outs

Arizona Cardinals



PROTIP: Use the HB Screen to get the ball to G. Hearst in the open field. He's a speedy and elusive runner who could turn any screen into a 50-yard gain.

Offense

1. (Pro) HB Toss
2. (Pro) Cross Pass
3. (Single) HB Screen
4. (Single) Off Tackle
5. (Shotgun) QB Waggle
6. (I) Slant 'n' Go
7. (Pro) All Streak

Defense

1. (4-3) 46 Admiral
2. (4-3) 46 Galaxy
3. (4-3) 46 Dragon

Atlanta Falcons



PROTIP: Substitute E. Metcalf in as an HB if you are having trouble getting him the ball. Run the toss play and try and get him around the corner.

Offense

1. (Run and Shoot) Quick Post
2. (I) Slant 'n' Go
3. (Run and Shoot) Double X's
4. (Shotgun) QB Waggle
5. (Run and Shoot) Curls
6. (Shotgun) Deep Outs
7. (Pro) HB Toss

Defense

1. (4-3) Tal Strike
2. (4-3) Tal MZ2
3. (Nickel) 3 Deep

Genesis
ProStrategy
Guide



Madden NFL '96

Cincinnati Bengals



PROTIP: The fast receivers on the Bengals run right by the DBs in the curl and get you big yardage.

Offense

1. (Run and Shoot) Flood
2. (Shotgun) Deep Outs
3. (I) WR Outs
4. (Run and Shoot) Curls
5. (Shotgun) QB Waggle
6. (Run and Shoot) Double X's
7. (Single) WR Screen

Defense

1. (4-3) 3 Deep
2. (4-3) Breaker
3. (Nickel) 2 Deep

Chicago Bears



PROTIP: Throw the Deep Out to C. Conway and reap the rewards of touchdowns.

Offense

1. (Shotgun) Deep Outs
2. (Pro) HB Sweep
3. (Far/Near) Rollout
4. (I) Toss
5. (I) Draw Left
6. (I) WR Outs
7. (Single) HB Screen

Defense

1. (4-3) Flex 2 Deep
2. (4-3) Flex Bomber
3. (Dime) Tight Man

Cleveland Browns



PROTIP: On the Rollout pass, look to A. Rison to make the first down.

Offense

1. (Pro) HB Toss
2. (Far/Near) Rollout
3. (Far/Near) Off Tackle
4. (Single) HB Screen
5. (Pro) HB Sweep
6. (I) 36 Slam
7. (Far/Near) Flood

Defense

1. (4-3) Bear Read
2. (4-3) Flex Bomber
3. (4-3) Talon Strike

Denver Broncos



PROTIP: S. Sharpe is your most dependable receiver. Get him the ball when you need those tough yards.

Offense

1. (Pro) Quick Outs
2. (Pro) Cross Pass
3. (I) TE Slant
4. (Shotgun) QB Waggle
5. (Far/Near) Rollout
6. (Shotgun) Deep Outs
7. (Pro) Hook 'n' Ladder

Defense

1. (4-3) Key HB
2. (4-3) Contain
3. (4-3) 46 Admiral

Detroit Lions



PROTIP: Throw the ball to B. Sanders as he comes out of the backfield and use his speed to make it down the sideline.

Offense

1. (Madden) Toss Left/Right
2. (Run and Shoot) Deep Flood
3. (Run and Shoot) HB Flats
4. (Run and Shoot) Hook 'n' Go
5. (Single) Off Tackle
6. (Shotgun) Double Flares
7. (Run and Shoot) Quick Posts

Defense

1. (4-3) 46 C More
2. (4-3) 3 Deep
3. (4-3) Wrangler

Green Bay Packers



PROTIP: On the Shovel pass, get the ball to #80 C. Jordan on the left side of the field. He's one of the fastest players in the game.

Offense

1. (Pro) All Streak
2. (I) Quick Slant
3. (Shotgun) All In
4. (Single) Circle Pass
5. (Far/Near) Flood
6. (Single) HB Screen
7. (Shotgun) Shovel Pass

Defense

1. (4-3) 3 Deep
2. (Nickel) Pirate Blitz
3. (4-3) Key HB

Philadelphia Eagles



PROTIP: The HB Trap is a quick-hitting run play that R. Watters can break for big yardage.

Offense

1. (Single) HB Screen
2. (Shotgun) QB Waggle
3. (Run and Shoot) Curls
4. (Shotgun) Deep Outs
5. (Madden) Toss Left/Right
6. (Pro) Sweep
7. (Pro) HB Trap

Defense

1. (4-3) Tal Strike
2. (4-3) Tal MZ2
3. (4-3) Flex 3 Deep

Indianapolis Colts



PROTIP: Follow your blocking on the sweep. When a lane appears, cut up the field to gain the most yards.

Offense

1. (Pro) HB Sweep
2. (Madden) Toss Left/Right
3. (Pro) Quick Outs
4. (Run and Shoot) Flood
5. (Run and Shoot) Curls
6. (Pro) All Streak
7. (Shotgun) Deep Outs

Defense

1. (4-3) Bear Attack
2. (4-3) Talon Strike
3. (4-3) Breaker

Minnesota Vikings



PROTIP: Missile Ismael not only has breakaway speed, but also catches the ball in a crowd.

Offense

1. (Shotgun) QB Waggle
2. (Run and Shoot) Hook 'n' Go
3. (Run and Shoot) Curls
4. (Shotgun) Deep Outs
5. (Pro) All Streak
6. (Run and Shoot) Quick Outs
7. (Run and Shoot) Deep Flood

Defense

1. (4-3) 3 Deep
2. (Nickel) Outs
3. (4-3) 46 Admiral

New Orleans Saints



PROTIP: Use the HB Pass to draw the defense up, then throw the ball downfield to Q. Early.

Offense

1. (I) HB Pass
2. (I) 36 Slam
3. (I) HB Screen
4. (Pro) Quick Outs
5. (Pro) Cross Pass
6. (Far/Near) Rollout
7. (Shotgun) Deep Outs

Defense

1. (4-3) Key HB
2. (4-3) 46 Dragon
3. (4-3) Talon Zone

New York Jets



PROTIP: Use the Toss plays to #20 R. Anderson. He's much faster than Moore and can get around the corner easier.

Offense

1. (Pro) Quick Outs
2. (Single) HB Screen
3. (Madden) Toss Left/Right
4. (Run and Shoot) Flood
5. (Run and Shoot) Curls
6. (Pro) Cross Pass
7. (Run and Shoot) Quick Post

Defense

1. (4-3) Contain
2. (Nickel) Pirate Blitz
3. (Dime) Medium Zone



Madden NFL '96

New England Patriots



PROTIP: B. Coats is often open in the Hook 'n' Ladder as the DBs concentrate on the wide out.

Offense

1. (Pro) All Streak
2. (Single) HB Screen
3. (Pro) Quick Outs
4. (Pro) Hook 'n' Ladder
5. (Pro) TE Corner
6. (Shotgun) QB Waggle
7. (I) TE Up/Out

Defense

1. (4-3) Bear Read
2. (4-3) Breaker
3. (Nickel) Outs

New York Giants



PROTIP: Substitute H. Walker at FB and use the FB Screen to get him the ball. For the best results, take it down the sideline.

Offense

1. (Pro) FB Screen
2. (I) FB Dive
3. (Pro) Double Flares
4. (Shotgun) QB Waggle
5. (Far/Near) Flood
6. (Madden) Sideline
7. (Shotgun) Deep Outs

Defense

1. (4-3) 46 Fire
2. (4-3) Key HB
3. (Nickel) Pirate Zone

Houston Oilers



PROTIP: The WR Outs pattern is the most consistent first-down maker in the Oilers' playbook.

Offense

1. (I) WR Outs
2. (Far/Near) Flood
3. (I) 36 Slam
4. (Run and Shoot) Quick Outs
5. (Shotgun) QB Waggle
6. (Run and Shoot) HB Flats
7. (I) HB Pass

Defense

1. (4-3) 46 Galaxy
2. (4-3) Wrangler
3. (4-3) 46 Monarch



Madden NFL '96

Kansas City Chiefs



PROTIP: The 46 Wrangler best utilizes the awesome pass rush of #58.

Offense

1. (Madden) Sideline
2. (Pro) Quick Outs
3. (Single) PA Pass
4. (Run and Shoot) Quick Posts
5. (Shotgun) QB Waggle
6. (I) Slant 'n' Go
7. (Madden) Toss Left/Right

Defense

1. (4-3) Wrangler
2. (4-3) Bear Attack
3. (4-3) Flex 3 Deep

St. Louis Rams



PROTIP: The Deep Flood leaves J. Bettis open down the middle of the field for a big gain.

Offense

1. (I) 36 Slam
2. (Far/Near) Off Tackle
3. (Madden) Toss Left/Right
4. (Pro) Quick Outs
5. (Single) HB Screen
6. (Run and Shoot) Deep Flood
7. (I) WR Outs

Defense

1. (4-3) Flex Bomber
2. (4-3) Bear Attack
3. (4-3) Key HB

Seattle Seahawks



PROTIP: Get the ball to C. Warren on the run by throwing it to him out of the Flood formation.

Offense

1. (Run and Shoot) Flood
2. (Madden) Toss Left/Right
3. (I) Quick Slant
4. (Pro) All Streak
5. (Pro) Quick Outs
6. (Single) HB Screen
7. (I) HB Pass

Defense

1. (4-3) 2 Deep
2. (4-3) Contain
3. (4-3) 46 Fire

Tampa Bay Buccaneers



PROTIP: When you're in Shotgun formation and the defense expects a pass, you can pick up big yardage by tossing the ball to E. Rhett in the backfield.

Offense

1. (Shotgun) HB Toss
2. (Shotgun) QB Waggle
3. (Madden) Toss Left/Right
4. (Shotgun) Deep Outs
5. (Run and Shoot) Curls
6. (Single) HB Screen
7. (Shotgun) Double Flares

Defense

1. (Nickel) Pirate Blitz
2. (Nickel) Pirate Zone
3. (4-3) Bear Attack

Washington Redskins



PROTIP: K. Harvey is one of the better LBs in the game. Use his speed to your advantage by blitzing him from the outside.

Offense

1. (Pro) All Streak
2. (I) Toss
3. (Shotgun) QB Waggle
4. (Run and Shoot) Quick Outs
5. (Run and Shoot) Curls
6. (I) PA Screens
7. (I) 36 Slam

Defense

1. (4-3) Wrangler
2. 3-4 LB Blitz
3. (3-4) Ace Flush

Jacksonville Jaguars



PROTIP: Blitz your LB up the middle between the center and guard. This is the best blitz defense in the game.

Offense

1. (Run and Shoot) PA Pass
2. (I) 36 Slam
3. (Madden) Toss Left/Right
4. (Run and Shoot) Quick Posts
5. (I) Slant 'n' Go
6. (I) PA Screens
7. (Far/Near) Rollout

Defense

1. (4-3) 46 Fire
2. (Nickel) Outs
3. (4-3) 46 Galaxy

Carolina Panthers



PROTIP: The LB Blitz will not only put pressure on the QB, but also stops the outside run.

Offense

1. (I) 36 Slam
2. (Far/Near) Roll Out
3. (Madden) Sideline
4. (Pro) HB Flares
5. (I) HB Toss
6. (Pro) Quick Outs
7. (Single) Off Tackle

Defense

1. (3-4) LB Blitz
2. (3-4) Ace Flush
3. (3-4) Crimson Tide

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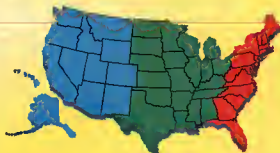
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The Whole Tooth and Nothing but the Tooth

Saturn
ProStrategy
Guide

A complete puzzle-solving walk-through for D

By Scary Larry

We've taken you through the game once, so we'll give you a couple of shortcuts to finish quickly. You shouldn't use these tips, however, unless you're completely stumped, or you won't enjoy the game as much.



Walk to the left (after Laura's dad speaks to her) and proceed upstairs. Open the door in front of you.



Go to the dresser, open Drawer IV, then close it. Open Drawer II, then grab the

spigot. Walk to the door, turn left, and grab the key from the fireplace.



Walk back to the main dining hall and go through the door in front of you (using the key you found in the fireplace). Turn left after you enter the room, and you'll see this box on the other side of the wall with the ghoul stuck to it. Line up the numbers to read "78." Grab the ring when you open the box.



Return to the room with the wine cask. Use the spigot on the cask, and the spiked wall will recede. Go down the hallway that opens up and use the ring on the door.



After the scene where you're chased by the boulder, you end up in this room. Go to the picture on the wall, press Button A, and memorize the pattern: chicken (north), rabbit (east), deer (south), horse (west). Use it on the carousel on the chair to the left of the picture.



Go into the next room and open the door to the left. Get the key from the corpse, and return to the first room. Use the key on the table and receive the book.



Place the book in the shelf, and a stairway opens. Follow the stairway, and you come upon this room. Turn the handle four (sometimes five) times, then turn around and exit the room through the red steel door. You're looking for the door that leads to stairs going up.



SWAT BONUS SECTION



Ascend the stairs, and you find yourself outside. Use the sword on the door to the observatory, then climb the stairs. Go to the statue of Sagittarius and set the color button to green. Set Aquarius's to light blue. The fountain will drain. Now go back down the steps and into the room with the crank.



When you get to this dead end, press Button A, and a scene showing a grisly murder will appear. Now turn around and walk back down the hallway until you're forced to stop. Turn to the right and press Forward to reveal a secret passageway.



The last puzzle! Line up the red circle on the left cog with the open space on the right cog. This mostly involves trial and error.



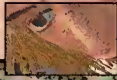
Press Forward on the picture of your mother, and you're zapped straight to Daddy. After a lengthy discourse, use the gun and shoot him before the transformation occurs. **G**



Turn the crank ten times, and you eventually get to a door that leads to the room with the chest in it. Open the chest, grab the gun, then head back to the room with the crank in it.



Now turn the crank three times to get to the doorway that leads to the stained-glass window. Use the gun on the window. After you climb out the window, you end up in a hallway.



End Game

PC CHEATS

Descent



Type any of the following codes during gameplay. When you use cheat codes, your score drops to zero.

General Cheat Codes

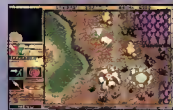
- MITZI** All keys
- RACERX**
Toggles invulnerability on/off
- GUILE** Toggles cloak on/off
- TWILIGHT** Recharges shields
- FARMERJOE**
Warps to level of your choice
- BUGGIN**
Turbo mode (everything, including all enemies, speeds up)
- BRUIN** Extra life
- BIGRED**
Super WowwieZowie weapons (includes all weapons)
- FLASH**
Illuminates path to level exit
- AHIMSA**
Turns off firing by enemy ships
- BIOPSYTOYS**
Immediately destroys reactor
- POBOYS**
Immediately destroys reactor
- ASTRAL**
"Ghost" mode (pass through things like doors, but not walls)
- PORGY'S**
Mega WowwieZowie weapons
- LUNACY**
Robots move fast but seldom fire

Warcraft

This master code must be entered first: **Corwin of Amber**. In a two-player game, these codes will affect both sides.

General Cheat Codes

- ORCX** or **HUMANX**
Takes you to any level (X = Level; for example, **DRC12** is Level 12 as an orc). This cheat works only in Campaign mode.
- YOURS TRULY**
Go to victory sequence (this code works only in Campaign mode)
- CRUSHING DEFEAT**
Go to the loss sequence (this code works only in Campaign mode)
- IDES OF MARCH**
Go to the finale sequence for current campaign
- POT OF GOLD**
Adds 10,000 gold and 5000 lumber to your reserves
- EYE OF NEWT**
Upgrades magic users with all spells
- IRON FORGE**
Upgrades all technologies immediately
- SALLY SHEARS**
Displays the entire map area



HURRY UP GUYS

All buildings, units, and upgrades are built or trained at an accelerated rate

THERE CAN BE ONLY ONE

All your units are invincible except by a direct catapult hit, and will

Doom, Doom II, and Ultimate Doom

Type in any of the following codes during gameplay.

General Cheat Codes

- IDBEHOLDS**
Strength (Berserk)
- IDBEHOLDV** Invulnerability
- IDBEHOLDI** Partial invisibility
- IDBEHOLDA**
Full automap (computer map)
- IDBEHOLDR** Antiradiation suit
- IDBEHOLDL**
Light-amplification visors
- IDCHOPPERS** Chainsaw
- IDCLEVXX**
Warp to a new level (XX = Episode/Level; for example, **IDCLEV24** is Episode 2, Level 4)
- IDCLIP**
No clipping; walk through walls (this code works only in Doom II)



IDDQD

Invincibility
IDDT
Toggles automap between normal, full, and full with objects. Enter code when in Automap mode.

IDKFA

Full ammo, 200% armor, all keys, and all weapons

IDMUSXX

Changes music to that of a specific mission (XX = Episode/Level; for example, **IDMUS24** is Episode 2, Level 4). This code works only in Doom II.

IDMYPOS

Displays current location (bearing and coordinates) in a hex format

IDSPISPOPD

No clipping; walk through walls (this code works only in Doom)

MechWarrior 2



Hold the **CTRL**, **ALT**, and **SHIFT** buttons while typing the following during a simulation.

General Cheat Codes

- CTA** Unlimited ammo
- COLDMISER** Heat tracking off
- DORCS** Meet the Dorcs
- ENOLAGAY**
Nuke; one-time use during simulation
- TLOFRONT**
Rear-view camera becomes a front camera
- MEEPMEEP**
Time-compression key enabled
- UNMEEPMEEP**
Time-compression off
- MICHELIN**
See the bouncing spheres on debris and mech parts
- MIGHTYMOUSE**
Unlimited jumpjets
- XRAY**
X-ray vision (same as Enhance Imaging mode, but you can see through walls and mountains); type **w** once to disable and remain in Enhance Imaging mode
- ZMAK**
Time expansion enabled
- BLORB** Invincibility
- TINKERBELL**
Free-floating external cameras; type **C** to disable



Rise of the Triad



To activate the Cheat mode, type **DIPSTICK** and then any of the following codes.

General Cheat Codes

CHOJIN Invincibility and unlimited ammo
GOTO Activates Warp menu
REEN Re-enters current level
GOOBERS Restarts current game
GOARCH Skips to next level
GOGATES Quits game

Safety First Codes

SIXTOYS All keys and bulletproof vest
PANIC Replenishes health
HUNTPACK All keys and armor
LUNGDUNG Gas mask
BURME Asbestos suit
SHOOTME Bulletproof vest

Power-Up Codes

TOOSAD Hand of God mode
FLYBOY Mercury Flying mode
BADTRIP Mushrooms mode
BOING Elastomode (you bounce)

Weapon Codes

JOHNWOO Dual pistols
PLUGEM MP40 machine gun
VANILLA Bazooka
HOTTIMES Heat-seeking missiles
BOOZE Drunk missiles
FIREBOMB Fire bombs
BONES Firewall
SEEYA The Hand of God
RIDE Missile-cam view

Environment Codes

DIMON Turns on light diminishing
DIMOFF Turns off light diminishing
GOTA86 Turns on ceiling and floor textures

GOTA386

Turns off ceiling and floor textures
LONDON Turns on fog
NODNOL Turns off fog
SHINEON Turns on lights
SHINEOFF Turns off lights

Other Codes

HERE Activates a heads-up display of current position
RECORD Records demo of a level
STOP Stops recording a level
PLAY Plays demo you just made
WHACK Damages yourself
SPEED Increases game speed
86ME Suicide

Heretic



Type in any of the following codes during gameplay.

General Cheat Codes

QUICKEN Invincibility
RAMBO All weapons and ammo
RAVSKEL All skeleton keys
RAVMAP Changes the Map mode (you must be in Map mode for this to work)
KITTY Toggles Clipping mode (you can walk through walls)
ENGAGEXX Level warp (XX = Episode/Level; for example, ENGAGE24 is Episode 2, Level 4)
ENGAGE41 Death Match level
PONCE Full health
SHAZAM Toggles Power-Up mode (makes existing weapon more powerful)
MASSACRE Kills all monsters on the level
COCKADOODLED00 Turns you and your opponents into chickens

Artifact Cheats

GIMMEA Ring of invulnerability
GIMMEB ShadowSphere
GIMMEC Quartz flask
GIMMED Mystic urn
GIMMEE Tome of power
GIMMEF Torch
GIMMEG Time bomb of the ancients
GIMMEH Morph Dvum
GIMMEI Wings of wrath
GIMMEJ Chaos device

Other Cheats

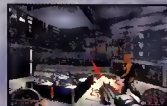
NOISE Toggles sound debug information
TICKER Toggles ticks-per-frame counter
IDDOQ Instant death
IDKFA Get no weapons or ammo
RAVPIC Enter this code at game startup. To take pictures of the game at any time, press **F1**.

Dark Forces

Enter these codes at any time during a mission.

Weapon, Shield, and Energy Codes

LATMLAME Invincibility
LARANDY Temporarily supercharges your weapons
LAPOSTAL Boosts weapons, ammo, and power-ups
LAMAXOUT Set all items to maximum
LAUNLOCK Full inventory



Teleporting and Reconnaissance Codes

LACDS Toggles automapping, exposing hidden areas, objects, and characters
LANTFH Teleports to map location

LADATA

Detailed coordinate information
LAREDLITE Toggles enemies between frozen and unfrozen
LAPOGO Disables height checking (like an anti-gravity effect; enables you to walk on walls)
LABUG Insect mode (lets you go into small places)

Mission-Hopping Codes

LASKIP Forces completion of current level

Level Codes

LASECBASE Mission I: Secret Base
LATALAY Mission II: Talay - TAK Base
LASEWERS Mission III: Anac City
LATESTBASE Mission IV: Research Facility
LAGROMAS Mission V: Gromas Mines
LADTENTION Mission VI: Detention Center
LARAMSHED Mission VII: Ramsees Hed
LAROBOTICS Mission VIII: Robotic Facility
LANARSHADA Mission IX: Nar Shaddaa
LAJABSHIP Mission X: Jabba's Ship
LAIMPCITY Mission XI: Imperial City
LAFUELSTAT Mission XII: Fuel Station
LAEXECUTOR Mission XIII: The Executor
LAARC Mission XIV: The Arc Hammer



PC CHEATS

Terminal Velocity



Enter these codes at any time during the mission.

General Cheat Codes

- TRIGODS** Invincibility
- TRISHLD** Shield restore
- 3DREALM** Powers up all weapons
- TRINEXT** Skips to next level
- TRWARPX** Level warp (X = level; for example, TRWARP4 is Level 4)
- TRIHVR** Hover while firing
- TRIBURN** Speeds up afterburner
- MANIACS** 1000 Afterburner ammo
- TRSCOPE** Oscilloscope
- TRFRAME** FPS ticker
- TRIFIRD** Temporary invincibility
- TRIFIR1** PAC ammo
- TRIFIR2** ION ammo
- TRIFIR3** RTL ammo
- TRIFIR4** MAM ammo
- TRIFIR5** SAO ammo
- TRIFIR6** SWT ammo
- TRIFIR7** DAM ammo
- TRIFIR8** 200 afterburner ammo
- TRIFIR9** Temporarily invisible

Dungeon Master II: The Legend of Skullkeep

Spells

Use the following spell combinations:

- Ya Stamina potion
- Ya + Ir Party shield
- Ya + Ir + Oain Shield potion
- Ya + Ew Marker orb
- Ya + Bro Magic protection (requires empty flask)
- Ya + Bro + Oain Wisdom potion (requires empty flask)
- Ya + Bro + Neta Vitality potion (requires empty flask)
- Vi Health (requires empty flask)
- Vi + Bro Poison cure (requires empty flask)
- Oh + Ew + Ros Aura of dexterity
- Oh + Ew + Ku Aura of strength
- Oh + Ew + Dain Aura of wisdom
- Oh + Ew + Neta Aura of vitality
- Note: Only one "aura" spell can be active at a time.*
- Oh + Bro + Ros Dexterity potion (requires empty flask)
- Oh + Ven Poison cloud
- Oh + Ew + Sar Invisibility
- Oh + Oath + Ku Magic push
- Oh + Kath + Ros Magic pull



- Oh + Kath + Ra Lightning
- Oh + Ir + Ros Accelerate party
- Oh + Ir + Ra Strong light
- Ful Fire torch
- Ful + Ir Fireball
- Ful + Bro + Ku Strength potion (requires empty flask)
- Ful + Bro + Neta Shield from fire
- Das + Ven Poison
- Des + Ew Energy blast
- Des + Ir + Sar Darkness
- Zo Open unlocked doors
- Zo + Ven Poison (requires empty flask)
- Zo + Ew + Ku Attack minion
- Zo + Ew + Ros Porter minion
- Zo + Ew + Neta Guard minion
- Zo + Bro + Ra Mana potion (requires empty flask)
- Zo + Bro + Ros Reflection spell

Magic Carpet



Press **i**, then **type ratty** (type quick for Magic Carpet Plus)

General Cheat Codes

- Press Alt and F1** All spells
- Press Alt and F2** More mana
- Press Alt and F6** Heal
- Press Alt and F7** Kills all creatures
- Press Shift and C** Completes the level
- CARPET** Skips to any level number

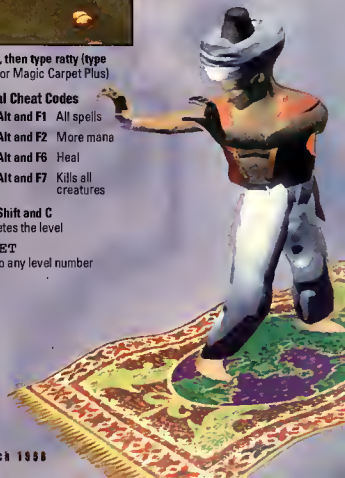
Magic Carpet 2



General Cheat Codes

To enable a cheat any time during play, **type i** to open a text-input line, then **type windy** followed by any of the following key combinations. The result is confirmed onscreen.

- Press Alt and F1** All spells
- Press Alt and F2** More mana
- Press Alt and F3** Destroy other players
- Press Alt and F4** Destroy other castles
- Press Alt and F5** Destroy other balloons
- Press Alt and F6** Full health
- Press Alt and F7** Kill all creatures
- Press Alt and F8** Next experience level
- Press Alt and F9** Fraa spell
- Press Alt and F10** Invincibility



By Bruised Lee

KILLER INSTINCT

Super NES

T. J. Combo

Swinging Backhand

Charge ← two seconds, tap →, QP

Spinning Backhand

Charge → two seconds, tap ←, QP

Double Roll Punch

Charge ← two seconds, tap →, MP

Charging Punch

Charge ← two seconds, tap →, FP

Straight Knee

Charge → two seconds, tap →, QK or FK

Flying Knee

Charge → two seconds, tap →, QP

Punching Bag

When in close, rapidly tap QP

Winding Uppercut

Hold FP three seconds, release FP

Standing Uppercut

Hold ↓, tap FP

Air Juggle

Charge ← two seconds, tap →, FP

Combo Breaker

Charge ← two seconds, tap →, MK

Ultra Combo

As part of a combo, charge → two seconds, tap ←, FP

Counter Projectiles

Charge → two seconds, tap →, MP

Knockdown Move

After being knocked down, charge ← two seconds, tap →, K

Humiliation

Tap ↓, ↓, ↓, QP

No Mercy - Number One

When close, motion ← ↓ ↓ → FK

No Mercy - Number Two

From one character's distance away, tap ←, ←, →, →, MP

Jago

Fireball

Motion ↓ ↓ → P

Uppercut

Motion → ↓ ↓ P

Sword Swipe

Motion ↓ ↓ ↓ FP

Flying Kick

Motion ↓ ↓ ↓ K

Combo Breaker

Motion ↓ ↓ ↓ QP

Counter Projectiles

Motion ↓ ↓ ↓ ↓ K

Knockdown Move

After being knocked down, motion → ↓ ↓ P

Release Moves

Hold QP, tap ↓ ↓ →, release QP
Hold FP, tap ↓, ↓, ↓, release FP

Ultra Combo

As part of a combo, motion ↓ ↓ ← QK

Humiliation

Motion → ↓ ↓ ← MK

No Mercy - Number One

When close, tap ←, →, →, QK

No Mercy - Number Two

From three characters' distance away, tap ←, ←, →, →, MP

Glacier

Blade Arm

Motion ↓ ↓ ↓ QP

Arm Extension

Tap QP rapidly

Bouncing Fireball

Motion ↓ ↓ → P

Shoulder Charge

Charge → two seconds, tap →, P

Teleport Behind

Motion ↓ ↓ → QK

Teleport Uppercut

Motion ↓ ↓ → MK. Use FK to knock down your opponent.

Air Juggle

Motion ↓ ↓ ↓ → FK

Counter Projectiles

Motion ↓ ↓ → MK or FK

Knockdown Move

After being knocked down, motion ← ↓ ↓ → K

Combo Breaker

Charge → two seconds, tap →, QP

Ultra Combo

As part of a combo, charge ← two seconds, tap →, FP

Release Move

After a combo breaker, hold QP, motion ↓ ↓ →, release QP

Humiliation

Tap →, →, ←, QK

No Mercy - Number One

From one character's distance, tap ←, ←, ←, FK

No Mercy - Number Two

From one character's distance away, motion → ↓ ↓ ← MK

No Mercy - Number Three

From one character's distance away, motion ← ↓ ↓ → MP

Spinal

Shield Charge

Charge ←, hold QP

Fireball

Motion ↓ ↓ → P

Red Fireball

Hold QP, motion ← ↓ ↓ ↓ →, release QP

Sword Attack

Charge → two seconds, tap →, MP

Shield Charge

Tap →, →, P

Teleport

To teleport in front of an opponent, tap ↓, ↓, ↓, P

To teleport behind an opponent, tap ↓, ↓, ↓, K

Slide

Hold ←, tap FK

Morph

As part of a combo, tap ↓, ↓, ↓, P or K

Air Juggle

Motion ↓ ↓ → P

Combo Breaker

Tap →, →, MP

Knockdown Move

After being knocked down, tap ↓, ↓, any button

Ultra Combo

As part of a combo, motion ← ↓ ↓ ↓ → FP

Counter Projectiles

Tap ↓, ↓, ↓, K

Release Move

Hold QP, jump in the air, tap ↓, ↓, ↓, release QP

Teleport

To teleport in front of an opponent, hold QK

To teleport behind an opponent, jump in the air, tap ↓, ↓, ↓, release QK

Humiliation

Motion ← ↓ ↓ ↓ → FK

No Mercy - Number One

From one character's distance away, tap ←, ←, ←, MK

No Mercy - Number Two

From one character's distance away, tap ←, ←, →, QK

Orchid

Fireball

Motion ↓ ↓ → P

Tiger Morph

Charge → two seconds, tap →, P

Charge

Motion ↓ ↓ ↓ QP or MP

Spinning Swords

Motion ↓ ↓ ↓ FP

Controller Legend

↑ = Up

↗ = Up-Toward

→ = Toward

↘ = Down-Toward

↓ = Down

↙ = Down-Away

← = Away

↖ = Up-Away

FK = Fierce Kick

FP = Fierce Punch

MK = Medium Kick

MP = Medium Punch

QK = Quick Kick

QP = Quick Punch

K = Press any Kick button

P = Press any Punch button

Motion = Move the joystick in one smooth, continuous motion.

Tap = Tap the indicated buttons or directions in sequence.

Charge = Hold the direction or button indicated for the time indicated.

() = Execute commands in parentheses simultaneously.



Special Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

Back Flip Kick

Hold ←, tap FK

Spinning Kick

Charge ← two seconds, tap →, K

Air Juggle

Motion ↓ ↘ → QP

Combo Breaker

Charge ← two seconds, tap →, FK

Knockdown Move

After being knocked down, charge ← two seconds, tap →, K

Ultra Combo

As part of a combo, charge ← two seconds, tap →, MP

Counter Projectiles

Charge ← two seconds, tap →, P

Humiliation

Motion → ↘ ↓ ↙ ← FP

No Mercy – Number One

When close, tap ↓, →, ←, QK. After your opponent transforms into a frog, tap FK to step on 'em.

No Mercy – Number Two

From one character's distance away, tap ←, ←, →, QP

Riptor

Fireball

Motion ↓ ↙ ← P

Air Fireball

While jumping, motion ↓ ↙ ← P

Head Butt

Charge ← two seconds, tap →, P

Low Flame

Motion ↘ ↓ ↙ FP

Flying Feet Attack

Charge ← two seconds, tap →, K

Flip Attack

Motion ↘ ↓ ↙ K

Air Juggle

Motion ↓ ↙ ← QP

Combo Breaker

Charge ← two seconds, tap →, FK

Knockdown Move

After being knocked down, charge ← two seconds, tap →, K

Ultra Combo

As part of a combo, charge ← two seconds, tap →, QK

Counter Projectiles

Charge ← two seconds, tap →, FK

Release Move

Hold MP, motion → ↘ ↓ ↙ ←, release MP

Humiliation

Tap ↓, ↓, →, →, FP

No Mercy – Number One

From two characters' distance away, tap ←, ←, ←, MK

No Mercy – Number Two

From two characters' distance away, motion ← ↙ ↓ ↘ → MP

No Mercy – Number Three

From two characters' distance, tap →, →, ←, FK

Cinder

Mini Flame Torch

Tap ←, ←, QP

Charge

Tap →, →, P

Air Charge

While jumping, tap →, →, P

Outline

Motion → ↘ ↓ ↙ ← MP

Invisible

Motion → ↘ ↓ ↙ ← FP

Flame Torch

Tap →, →, K

Uppercut with Kick

Motion → ↘ ↓ ↙ K

Air Juggle

Tap →, →, FP

Combo Breaker

Motion → ↘ ↓ ↙ MK

Knockdown Move

After being knocked down, motion → ↘ ↓ ↙ K

Ultra Combo

As part of a combo, tap →, →, FP

Air Combos

While jumping, tap FK, charge → one second, tap ←, MP or tap MK, charge → one second, tap ←, QP

Counter Projectiles

Motion → ↘ ↓ ↙ ← MP

Humiliation

Tap ←, ←, ←, ←, FK

No Mercy – Number One

From two characters' distance away, tap ←, ←, ←, MP

No Mercy – Number Two

From two characters' distance away, motion ← ↙ ↓ ↘ → QK

Sabrewulf

Fire Bat

Motion ↓ ↙ ← P

Spinning Claws

Charge ← two seconds, tap →, P

Claw Roll

Charge ← two seconds, tap →, QK

Charge Uppercut

Charge ← two seconds, tap →, MK

Jump Attack

Charge ← two seconds, tap →, FK

Howl

Motion ↘ ↓ ↙ FK

Note: This increases the length of your moves and makes them stronger.

Combo Breaker

Charge ← two seconds, tap →, MK

Knockdown Move

After being knocked down, charge ← two seconds, tap →, K

Ultra Combo

As part of a combo, charge → two seconds, tap ←, QK

Air Combos

While jumping, tap FK, charge → one second, tap ←, MK or tap MK, charge → one second, tap ←, QK

Counter Projectiles

Charge ← two seconds, tap →, QK

Humiliation

Tap →, →, QP

No Mercy – Number One

From one character's distance away, tap ←, ←, ←, MK

No Mercy – Number Two

From one character's distance away, tap ←, ←, →, MP

Chief Thunder

Spinning Axe

Charge ← two seconds, tap →, P

Uppercut

Motion → ↘ ↓ ↙ ← P

Tomahawk

While jumping or after an uppercut, motion ↓ ↙ ← FP

Fireball

Motion ↓ ↘ → K (tap ↑ or ↓ to direct the Fireballs)

Knee Charge

Charge ← two seconds, tap →, FK

Air Juggle

Motion ↓ ↘ → QK

Combo Breaker

Motion → ↘ ↓ ↙ ← QP

Knockdown Move

After being knocked down, motion → ↘ ↓ ↙ ← P

Ultra Combo

As part of a combo, charge ← two seconds, tap →, QP

Counter Projectiles

Charge ← two seconds, tap →, P

Humiliation

Motion ↓ ↘ ↓ ↙ QK

No Mercy – Number One

From two characters' distance away, motion ← ↙ ↓ ↘ → FP

No Mercy – Number Two

When close, motion → ↘ ↓ ↙ ← FK

Fulgore

Fireball

To throw one fireball, motion ↓ ↘ → P
To throw two fireballs, tap ←, ←, ↓, ↘, →, QP
To throw three fireballs, tap →, ←, ←, ↓, ↘, →, QP

Uppercut

Motion → ↘ ↓ ↙ P

Teleport

To teleport in front of an opponent, motion ← ↙ ↓ ↘ P
To teleport behind an opponent, motion ← ↙ ↓ ↘ K

Reflector

Motion → ↘ ↓ ↙ ← P

Claw Charge

Charge ← two seconds, tap →, K

Laser Shot

Motion ↘ ↓ ↙ K

Air Juggle

Motion ↓ ↘ → QP

Combo Breaker

Motion → ↘ ↓ ↙ MP

Knockdown Move

After being knocked down, motion → ↘ ↓ ↙ P

Ultra Combo

As part of a combo, motion → ↘ ↓ ↙ QP

Counter Projectiles

Motion → ↘ ↓ ↙ ← P

Humiliation

Motion ← ↙ ↓ ↘ → MK

No Mercy – Number One

From two characters' distance away, motion ← ↙ ↓ ↘ → FK

No Mercy – Number Two

From two characters' distance away, motion → ↘ ↓ ↙ ← FP

DOOM

SUPER
NES

SURVIVING THE INFERNO

Use these key tips and tactics to help you battle through Inferno, Doom's third and final world.

By *Slo Mo*



AREA 1 - FASTER, FASTER, KILL, KILL



Area 1 is all about shooting on the move, conserving

ammo, and avoiding any hits. As soon as you open the first doorway, be prepared to run and defeat three Imps. Then, open the skull door and make the two Cacodemons inside chase you. You're faster, so don't waste your ammo on them! Once the second Cacodemon comes out, run quickly past the skull door.

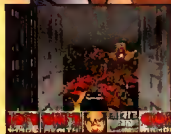


This bridge disappears as you run across it. Don't stop, but try to run over the shotgun. As soon as you reach the other side, immediately blast the three Imps.

AREA 2 - HAND OF DOOM



Press Select and hold Button X: The map reveals that Area 2 looks like a giant hand. The blue combat armor and the



To reach the exit, you must massacre a room full of Imps. That's why you have to conserve ammo at the beginning of the area. As soon as you open the skull door, start shooting and keep blasting until the door closes. Repeat this move until all the Imps are down.

rocket launcher are in the palm. A chain gun is in the thumb. The index finger holds rockets and medkits. The middle finger hides a super-charge, while the ring finger contains the exit. The pinky hides the blue skull key and an area map, but watch out for three Cacodemons who attack from behind. All this gear helps in Area 3.



The map will also reveal an arrow. It points to a plasma

gun, which you need to fight Cacodemons and Barons throughout Inferno.

AREA 3 - TERROR TREK



Two Barons are the bad boys of Area 3. Knock them off first with either the plasma gun or the rocket launcher to greatly improve your chance of survival. To find them, turn 90 degrees right from your starting point on Area 3. Keep fighting in that direction. The first Baron lurks at the end of the dark hallway; the second is just past him behind the skull door that's being guarded by an Imp gang.



Find the backpack, and you can carry more ammo than you'll need for the rest of Inferno. At the end of the dark hallway before you reach the first Baron, an entrance is concealed on the right side, marked by the last set of demon masks. Through that entrance, a monster-filled path leads to the backpack and a rocket launcher.



You only need to find a blue

DOOM

SUPER NES

skull key to escape Area 3. From the Area 3 starting point, fight up the stairs that are forward and slightly to the left. The skull switch at the far end of the plaza opens two stairways. Take the stairway on the right as you face the skull switch. Make a right turn and then a left to find an elevator that drops you into the blue key area.

AREA 4 - PANDEMONIUM



To escape Area 4, you must find red, yellow, and blue skull keys. The pathway to the blue key is straightforward, but a Baron guards the key, so be ready. The blue door opens onto two other doors. The doorway straight ahead leads to the hiding place for the red and yellow keys and the exit. (Look out for the Baron, but beware of a sneaky Cacodemon at the very end.) The door on the left leads to a BFG 9000.



If you go for the BFG 9000, be prepared to fight Cacodemons. There's also a supercharge near the BFG, but it's guarded by a hidden Baron.

AREA 5 - MT. EREBUS



To exit Area 5, you need only one blue skull key, but locating it is tricky. First find this green building with this door to the left of your starting point. Slaughter the troops inside. Open the hidden doors and step into the warp. When you materialize on the ledge, try to leap into the red structure to the left of the chainsaw. From there, warp again into a building that hides the blue skull key.



AREA 6 - NICE SUITS!



You need the red skull key in Area 6. You must find two stashes of radiation suits and use them to explore the ooze channels. The first suit stash is behind the first blue skull door, but be prepared to fight three Cacodemons. To find the key, take the path that's directly in front of you when you enter the second suit stash.

AREA 7 - SPIDER DEMON!

If you reach Area 7, Doom is yours! The only real challenge left is to defeat the Spider Demon. By now you should have the BFG 9000, a rocket launcher, a plasma gun, and a backpack filled with ammo. Just walk to the right and try to fight from a distance. ☐

S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics



John & Michele Todd
Wilmington, NC

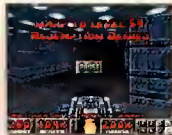


Michael Bench
Arlington, MA

Playstation

Doom

Invincibility, All Weapons, X-Ray, Complete Map, Items on Map, Level Warp, and Hidden Level Passwords



Begin a normal game, pause, then enter the following button presses:

Invincibility: Press Down, Button L2, Button □, Button R1, Right, Button L1, Left, Button ○

All weapons: Press Button ×, Button △, Button L1, Up, Down, Button R2, Left, Left

X-Ray: Press Button L1, Button R2, Button L2, Button R1, Right, Button △, Button ×, Right

Complete map: Press Button △, Button △, Button L2, Button R2, Button L2, Button R2, Button R1, Button □

Items on map: Press Button △, Button △, Button L2, Button R2, Button L2, Button R2, Button R1, Button ○

Level warp: Press Right, Left, Button R2, Button R1, Button △, Button L1, Button ○, Button ×

Enter the following passwords to reach the hidden levels:

Level 55 - Fortress of Mystery: **PF7XZ3NVVV**
Level 56 - The Military Base: **N4V6JXHCZ1**
Level 57 - The Marshes: **FLMK8YHY02**
Level 58 - The Mansion: **WLHYHCPQQQ**
Level 59 - Club Doom: **JCGDNFL556**

Playstation

Gex

Stage Select, Open All Levels, Immediate Powers, 99 Lives, and Invincibility



Note: You must hold Button R1 and bring down the item menu (press Select) while entering the following button presses for these two tricks:

Stage select: Go to the Dome Area, and press Button ×, Button □, Button ×, Right, Up, Left, Button ○, Button ○, Down, Down.

Open all levels: Go to any stage and press Button ○, Start, Right, Up, Button □, Left, Left, Up, Start.

Immediate powers: Pause the game and hold Button R1 while entering these codes to give you the following immediate abilities:

Super jump: Press Button ×, Button ○, Up, Up, Down, Right, Right

Invincibility: Press Button ×, Button □, Down, Down, Up, Down, Right

Electric spit: Press Right, Left, Right, Button ○, Button △, Right, Button ○, Down, Right

99 lives: Press Up, Button ○, Button △, Down, Right, Button □, Down

Flame breath: Press Button ×, Up, Right, Up, Right, Right

Cold breath: Button ○, Button ○, Left, Down, Button ○, Up, Right

Saturn

Rayman

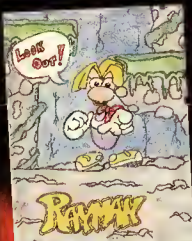
Ten Continues



Note: This cheat works only if you have one or two continues left.

At the Continue screen, press Up, Down, Right, and Left.

Marcus Winkler
Unionville, Ontario



Anonymous
San Francisco, CA

Wolfenstein 3-D

Passwords



Enter these passwords during a normal game. Anytime during gameplay, press the Stop button and put the bullet cursor next to "New Game." Then press **Button C** and go to the Level Password screen. Enter any of the following passwords, then press the Play button to resume the game:

All keys

Burger

All weapons, keys, unlimited ammo, and invincibility

Greg

All weapons

Kickbutt

999 bullets

Fenley

PlayStation

Destruction Derby

Password



Immunity from all damage: **! DAMAGE !**



Jason Carraway
Tulsa, LA



Kimberly Sayed
St. Clair Shores, MI

PlayStation

Twisted Metal

Passwords



Secret battle:

□△□□□

Special helicopter view:
(leave the last space blank)

○□△×

Minion found:

△×□□△

Invincibility:

□△×(space)○

Paul Barnes
Internet

PlayStation

Wipeout

Rapier Class and Firestar Track



Go to the player-select screen, highlight "One Player," then enter the codes:

Rapier Class: Simultaneously hold **Button R2**, **Button L2**, **Left**, **Start**, and **Select**. While still holding the buttons, tap **Button ×**.

Firestar Track: Simultaneously hold **Button R1**, **Button L1**, **Right**, **Start**, **Button ○**, **Button □**. While still holding the buttons, tap **Button ×**.

Arthur E. Sampson
Hamburg, PA

Genesis

NBA Live '96

Hidden Characters



David Steinberg
Swathmore, PA



Lim Shean Pin
Sarawak, Malaysia

PlayStation

Warhawk

Killer Passwords



Enter the following passwords at the Special Access option:

Warhawk A-La mode (infinite weapons and invincibility):

○○○ (space) × △ × ×

Infinite weapons: $\triangle \triangle \bigcirc \triangle \square \triangle \triangle \times$

Thor mode (9999 flash bombs): □ ○ □ □ △ × △ △

Kali mode (super swarmers, ultra lock-ons): $\times \bigcirc \bigcirc \square \times \triangle \bigcirc \triangle$

Preview the epilogues: □□ (**space**) ○□×□△

Check special upgrades: ☐ (**space**) ☐ ☐ ☐ ☒ ☐

Preview the movies: $\triangle \times$ (space) $\bigcirc \bigcirc \times \triangle \square$

Greats:

Charles Barkley
Larry Bird
Magic Johnson
Michael Jordan
Bill Laimbeer
Kevin McHale
Isiah Thomas
James Worthy

EA Sports Players:

Mike Kiernan
Brian Krause
Gary Shaw
Ken Thureton
Amory Wong

Rookies:

Jerome Allen
George Banke
Brent Barry
Mario Bennett
Travis Beet
Donny Boyce
Troy Brown
Junior Burrough
Jaeson Caffey

Chris Carr
R.Children
Mark Davis
Andrew DeClercq
Tyue Edney
Michael Finley
Sherrell Ford
Kevin Garnett
Raeherd Griffith
Alan Henderson
Fred Hoiberg
Frankie King
Jimmy King
Martin Lewie
Donny Marshall
Cuonzo Martin
Antonio McDyees
Erik Meek
Loren Meyer
Lawrence Moten
Ed O'Bannon
Greg Oetertag
Cherokee Parke
Anthony Pelle
Constantin Popa
Theo Ratliff
Bryant Reeves
Don Reid

Terrence Rencher
Shawn Reepert
Lou Roe
Joe Smith
Eric Snow
Jerry Stackhouse
Damon Stoudamire
Bob Sura
Dragan Tarlac
Kurt Thomas
Gary Trent
David Vaughn
Rasheed Wallace
Dwayne Whitfield
Eric Williams
C.Williamson
George Zidek

Super NES

Boogerman

Passwords



Flatulent Swamps

- Level 1: Scab Creature, Abdominal Sewer Man, Pus Creature
 Level 2: Abdominal Sewer Man, Pus Creature, Miner Goblin
 Level 3: Nosa Goblin, Boogerman, Nose Goblin
 Level 4: Fart Ghost, Scab Creature, Pus Creature
 Hickboy: Fart Ghost, Nose Goblin, Fart Ghost

The Pits

- Level 1: Pus Creature, Scab Creature, Fart Ghost
 Level 2: Ogra, Nose Goblin, Miner Goblin
 Level 3: Boogerman, Nose Goblin, Scab Creature
 Level 4: Abdominal Sewer Man, Boogerman, Nose Goblin

- Revolt: Troll, Miner Goblin, Nosa Goblin

Boogerville

- Level 1: Scab Creature, Fart Ghost, Abdominal Sewer Man
 Level 2: Troll, Ogra, Abdominal Sewer Man
 Level 3: Ogre, Miner Goblin, Boogerman
 Level 4: Abdominal Sewer Man, Boogerman, Creature
 Flyboy: Boogerman, Pus Creature, Miner Goblin

Mucous Mountains

- Level 1: Nosa Goblin, Scab Creature, Fart Ghost
 Level 2: Nose Goblin, Scab Creature, Troll

Nasal Caverns

- Level 1: Nose Goblin, Pus Creature, Ogre
 Level 2: Scab Creature, Boogerman, Nosa Goblin
 Deodor Ant: Fart Ghost, Scab Creature, Troll

Pus Palace

- Level 1: Pus Creature, Boogerman, Fart Ghost
 Level 2: Boogerman, Miner Goblin, Troll
 Level 3: Scab Creature, Ogra, Pus Creatures
 Level 4: Miner Goblin, Boogerman, Ogre
 Booger Meister: Pus Creature, Abdominal Sewer Man, Boogerman

PlayStation

Twisted Metal

Passwords

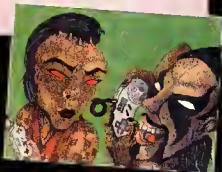


- Warehouse District:
 Freeway Free For All:
 River Park Rumble:
 Assault on Cyburbia:
 Rooftop Combat:

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Johnny Chu
 Acadia, CA

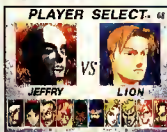
Katia Gilbert
 Wilmington, DE



Saturn

Virtua Fighter 2

Play as Dural



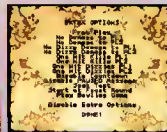
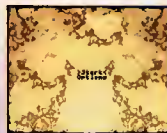
At the Player Select screen, press Down, Up, Right, and simultaneously press Left and Button A. You can now play as Dural, the boss character.

Jon Bednarekiewicz
 Internet

32X

Primal Rage

Extra Options



At the Start/Options screen, position the cursor on "Start" and a new option called Extra Options appears, which includes cheats like bonus games and one-hit kills.

Genesis

Madden NFL '96

Hidden Teams



Enter the following codes at the Team Select screen:

'60 Eagles	BCBAACB	'81 Bengals	ABCACAA
'62 Lions	ACBCCBB	'81 Chargers	BCCCBBA
'62 Texans	BAABACB	'82 Dolphins	BBAABAC
'63 Bears	ABBCABC	'82 Redskins	CBAAAAC
'63 Chargers	CAACBCB	'83 Raiders	BAACCAC
'64 Colts	AACACBA	'83 Redskins	CACCBAA
'65 Browns	AACBBEC	'84 49ers	CABACCA
'66 Bears	ABBBBBA	'84 Dolphins	BACCCAA
'66 Chargers	CAAAAAC	'84 Rams	BACABBA
'66 Chiefs	BAABABC	'85 Bears	ABACCCC
'66 Packers	ACCBAAC	'85 Patriots	CBABAAA
'67 Packers	ACCABCA	'86 Giants	BCAAACC
'67 Raiders	BABBCCC	'87 Broncos	ACBBBAA
'68 Colts	AACAAAB	'87 Redskins	CACBBCB
'68 Jets	BCACBBA	'88 49ers	CABAAAB
'68 Rams	BACCCCB	'88 Bengals	ABCCCB
'69 Chiefs	ACCCBBA	'89 49ers	CAACBAC
'69 Vikings	BBBCBCB	'89 Broncos	ACBABC
'70 Colts	AABCACC	'90 Bills	ABABBBB
'70 Cowboys	ACACBCB	'90 Giants	BBCCBCA
'70 Giants	BCABAAB	'90 Raiders	BAACAAA
'71 Cowboys	ACACABA	'91 Bills	ABAACAC
'71 Dolphins	BBACBCC	'91 Rams	ABCCBAB
'72 Dolphins	BBABCCA	'91 Redskins	CACACBC
'72 Redskins	CBAACBB	'92 Bills	ABAAAAA
'73 Bills	ABACACA	'92 Cowboys	ABCCABB
'73 Dolphins	BBABABB	'93 Bills	AACCACB
'73 Vikings	BBBCCBC	'93 Cowboys	ABCBAC
'74 Steelers	BCCAACA	'94 49ers	CAABCAA
'74 Vikings	BBBABA	'94 Chargers	BCCBCAB
'75 Cardinals	BCCACCC	AFC Pro Bowl	CBABCA
'75 Cowboys	ACABABB	All '50s	CCABBA
'75 Steelers	BCCBBB	All '60s	CCACABC
'76 Patriots	BBCBAAC	All '70s	CCACCCB
'76 Raiders	BBBACA	All Madden	CBBAAB
'76 Vikings	BBBABAD	Amsterdam Admirals	CBBCACB
'77 Bears	ABACAB	Barcelona Dragons	CBCAAAA
'77 Broncos	ACBCAAC	EA Sports Team Madden	CCAACAB
'77 Cowboys	ACAABCC	Frankfurt Galaxy	CBACAC
'78 Cowboys	ABCCCCA	Hall of Fame I	CBABBCA
'78 Seahawks	CABCBAB	Hall of Fame II	CBACACC
'78 Steelers	CCBACAC	London Monarchs	CCBEBB
'79 Buccaneers	CACAABA	NFC Pro Bowl	CBBBBCC
'79 Rams	EACBABC	NFLPA I	CCBACAA
'79 Saints	BBCBCEB	NFLPA II	CCBBBAC
'79 Steelers	BCCBAAA	NFLPA III	CCCBAB
'80 Eagles	BACBCC	NFLPA IV	CCBCCCA
'80 Falcons	AABBBCA	Rhein Fire	CBCCACA
'80 Oilers	ACCCAAB	Scotland Claymores	CCBCCCC
'80 Raiders	BABABBB		
'81 49ers	CABBCCC		

Robert A. Novo
Matawan, NJ

Genesis

Batman Forever

Cheat Menu



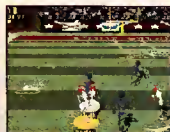
Note: This trick requires a six-button controller.

At the Play the Game screen, press Left Up, Left, Left, Button A, Button B, Button Y. A Cheat Options screen appears that lets you select any level, perform easy kills, and equip yourself with all weapons.

PlayStation

NFL GameDay

Special Passwords



Tough computer: URNOTREDE
Easy throwing: CANNON . ARM
Reapers vs. Boneheads: SKELETON

Arthur E. Sampson
Hamburg, PA

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